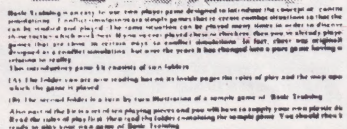


*The Greatest Selection  
of Conflict Simulations.*

**APRIL**  
**1988**



**Extremely Important Note:**

The **BEGINNER'S GUIDE TO STRATEGY GAMING** is the companion to **BASIC TRAINING**. After you have mastered **BASIC TRAINING**, the **BEGINNER'S GUIDE** will introduce you to the battle for Moscow' a two player wargame that will help you to understand the more detailed rules in wargames. The game features a four-colour heavy-stock map. 39 German & Russian counters and an article (for ease of play) on how to interpret rules. There are also special sections that explain unit symbols, a glossary of wargaming jargon, an explanation of solitary play and a comprehensive buyer's guide to low-complexity historical wargames. **\$7.00**

**BASIC TRAINING** is your first step, it is a two-player introductory game that was designed to introduce and explain the basic mechanics of wargames to novices. This game will teach you, with the aid of colourful diagrams, the movement and combat rules that appear in every other military simulation game. With **BASIC TRAINING** you will not have any difficulty understanding how to manoeuvre the pieces and resolve the battles, everything is explained in simple terms and carefully illustrated using examples of play. **BASIC TRAINING** will give you your first test of battle in the jungles of New Guinea; YOU will decide when the Australian or Japanese infantry shall attack and march, as they battle for control of three villages that appear on the four colour player map. **\$1.00**



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# WAR GAMES

## THE GAME COMPLEXITY SYSTEM:

- \* BASIC: Ideal for beginners.
- \*\* INTERMEDIATE: For novice players.
- \*\*\* ADVANCED: For experienced gamers.
- \*\*\*\* MASTER: Gung Ho veteran gamers only.

**NEW GAMES:** All new products will be marked by a dot (•) symbol besides the company name. For example:  
LEA • **DRAGONSTAR RISING** \*\*\*\*

## ANCIENT ERA

**AH BRITANNIA** \*  
3-5 player game that covers 1000 years of British history from the Roman invasion to the Norman assault of 1066. 256 counters, 22"x24" mapboard. **\$50.00**

**AH CIVILIZATION** \*  
2-9 players seek political, economic and cultural superiority for their growing nations. No dice required! Set from 8000BC to 250BC. 146 cards, 639 counters and two 22"x51" mapboards. **\$55.00**  
**AH CIVILIZATION TRADE CARDS** \*  
50 extra game cards. **\$10.50**

**WES IMPERIUM ROMANUM II** \*\*\*  
35 scenarios cover 700 years of the Roman Empire. 800 counters include Legions, Fleets, cavalry, artillery, engineers and more. 22"x51" map covers Britannia to Parthia. 2-6 players. **\$80.00**

**TSR JULIUS CAESAR** \*\*  
The bloody Gallic wars, 58-53BC, from the forests of the Rhine to the shores of Britain. 200 counters, 59 Alliance cards and a 22"x34" map. **\$50.00**

## MIDDLE AGES

**GAM BLOOD ROYALE** \*\*  
Noble factions fight for power in 13th Century Europe. Players must develop military, political and economic superiority. 273 colour counters, 22"x23" mapboard, 30 plastic playing pieces, 96 coins, 63 Event Cards, character sheets, etc. **\$90.00**

**AH KINGMAKER** \*\*  
Popular 2-6 player game of the chaotic English Civil War, 1450-85. Features the usual mediaeval activities; chivalry, war, feudal politics and plague. **\$40.00**  
**AH KINGMAKER VARIANT CARDS** \*  
**\$10.50**

**AH MACHIAVELLI** \*\*  
8 Italian & foreign powers diplomatically fight for the unification of Italy. 536 counters, 33"x21" mapboard. Induces the same intrigue as Kingmaker. **\$40.00**

**AH SAMURAI** \*\*  
2-6 players struggle for the title of Shogun in mediaeval Japan. A perpetual game of Japanese feudal conflict. 360 units and 2 16"x22" mapboards. **\$40.00**

**TAS VICEROYS** \*\*  
1-7 players compete to explore, exploit & conquer the post-Renaissance world. Piracy and political-military are the key to victory. **\$99.00**

## NAPOLEONIC ERA

**GDW BATTLE OF LOBOSITZ** \*\*  
1756: Fredrick the Great of Prussia and Laudon of Austria maneuver units hidden in fog on the banks of the Elbe. 17"x22" map, 120 units, boxed. **\$11.00**

**GDW BATTLE OF PRAGUE** \*\*  
1757: The Infantry, Grenadiers, Artillery & Cavalry of Prussia and Austria again clash to the east of Prague. 120 units, 17"x22" map, boxed. **\$11.00**

**WES CAMPAIGNS OF NAPOLEON** \*\*\*  
1800-15, the entire war of the French Empire is covered with 400 counters and a 23"x35" map of central Europe. A grand strategy multi-player game. **\$30.00**

**AH EMPIRES IN ARMS** \*\*\*\*  
Covers the Napoleonic Wars of 1805-15. 2-7 players must endure political, economic and military (sea & land) struggles. Guide a nation through the maze of conflicting interests & ambitions that characterised the war. 1008 counters & two 25"x35" maps. **\$90.00**

**GDW EYLAU** \*\*  
French, Prussians & Russians do battle in frozen east Prussia during a blizzard, their bloody meeting ending well after night. 184 units, 28"x22" map. **\$20.00**

**TSR • LA GRANDE ARMEE** \*\*\*  
Recreates the campaigns in France, Central Europe & Russia during the ten years of the French Empire. 2-4 players. 1200 counters & four 22"x34" maps. **\$75.00**

**AH NAPOLEON** \*  
A simple yet cunning game of the Waterloo battle. 48 beautiful wooden counters with hidden values & step reductions. Plus two 11"x16" mapboards. **\$25.00**

**TSR NAPOLEON'S LAST BATTLES** \*  
A quadrigame of the Waterloo Campaign; Quatre Bras, Ligny, Wavre & La Belle Alliance (with campaign version). 400 units & four 17"x22" maps. **\$45.00**

**AH THE STRUGGLE OF NATIONS** \*\*\*\*  
Napoleon's campaign in Saxony, 1813, plagued by the size of the theatre and the morale of his troops. 455 units, one 27"x22" and one 22"x16" mapboard. 3 scenarios plus a campaign. **\$35.00**

**AH WAR AND PEACE** \*\*  
1805-15: The Napoleonic wars, from the rugged mountains of Portugal to the endless Russian steppes. 1040 counters (6 major & 19 minor powers) and four 11"x16" mapboards. **\$40.00**

**AH WOODEN SHIPS & IRON MEN** \*\*  
Naval warfare, 1776-1815. Ship vs. Ship duels or Fleet vs. Fleet battles. Simultaneous hidden movement. 27 scenarios, 22"x28" mapboard, 180 counters. **\$40.00**

**GDW 1815: THE WATERLOO CAMPAIGN** \*\*  
Covers three days of battle at Ligny, Quatre-Bras & Waterloo between the French, Prussian & Anglo-Allies. 240 units and two 16"x21" maps. **\$25.00**

## AMERICAN CIVIL WAR

**TSR BLUE & GREY** \*  
A quadrigame involving Shiloh, Antietam, Cemetery Hill & Chickamauga. Each game lasting only 2-4 hours. 400 units and four 22"x17" maps. **\$35.00**

**AH BULL RUN** \*\*  
Two equally armed forces must balance flank assaults and defensibility to win the First Battle of Bull Run. 260 units and four 8"x22" mapboards. **\$40.00**

**VIC THE CIVIL WAR, 1861-1865** \*\*\*  
As the name implies; this covers the entire bloody conflict, from marauding Indians to the Ironclad river engagements. 520 units & two 22"x32" maps. **\$50.00**

**WES CHICKAMAUGA** \*\*  
Two days of battle in misty, heavily forested terrain where command and control is vital. The South's last chance to crush the Union and win the war. 200 counters and a 22"x34" map. **\$40.00**

**AH DEVIL'S DEN** \*\*  
The battle of Gettysburg and the bloody struggles for Little Round Top and Devil's Den. 520 counters and a 22"x32" mapboard (30 yards per hex). **\$60.00**

**AH FURY IN THE WEST** \*\*  
Two days of battle for Shiloh. Features unit breakdown thru movement & rebuilding during halts. 234 counters (including 2 Union Gunboats) and a 32"x22" mapboard. Features hidden-movement. **\$30.00**

**AH GETTYSBURG** \*\*\*\*  
Re-creates the Confederate offensive for Baltimore and Washington. Three levels of play. 1040 counters and a 22"x28" mapboard (756 feet/hex). **\$40.00**

**TSR A GLEAM OF BAYONETS** \*\*\*  
September, 1862, Robert E. Lee's Confederates face the wrath of the North at Antietam. 1600 units (Regiments/Batteries) with two 22"x34" maps. **\$70.00**

**GDW A HOUSE DIVIDED** \*  
Introductory grand strategy game, 1861-1865, with an emphasis on lines of communication and unit skill levels. 160 counters and a 17"x22" map. **\$35.00**

**VIC MOSBY'S RAIDERS** \*\*  
**SOLITAIRE** game of the Partisan Rangers' guerrilla raids behind Union lines in northern Virginia. 193 units, 120 Action/Event cards & a 22"x32" map. **\$45.00**

**TSR REBEL SABERS** \*\*\*  
Quadrigame of large cavalry actions, fully compatible with *TERRIBLE SWIFT SWORD*. 400 counters (at battalion & section scale), one 22"x17" map and two 22"x34" maps. **\$50.00**

**WWW • SHOT & SHELL** \*\*\*  
Detailed Tactical naval combat between the Ironclads.

Includes forts & land-based troops. 27 scenarios, 387 counters and six 13"x20" maps (100 yards/hex). **\$50.00**

**TSR TERRIBLE SWIFT SWORD** \*\*\*  
Three days of fierce battle marked the bloody confrontation that was Gettysburg. This game has 2000 counters (Regimental scale) and two 22"x34" maps. **\$99.00**

## WORLD WAR ONE

**AH DIPLOMACY** \*  
Trust & treachery for 2-7 players, leading pre WWI European powers through the pain & power of international politics. No dice required! 112 plastic counters and a 22"x24" mapboard. **\$30.00**  
**AH GAMER'S GUIDE TO DIPLOMACY** \*  
**\$10.00**

**AH THE GUNS OF AUGUST** \*\*  
The Great War, 1914-18. From England to Turkey, four Axis countries battle the armies of eight Allied nations. 800 units and a 22"x32" mapboard. **\$45.00**

**AH KNIGHTS OF THE AIR** \*\*  
Dogfights over the trenchlines, a superior aerial combat game for 1-6 aspiring pilots. 188 counters representing 20 aircraft types and a beautiful 22"x32" painted mapboard of the front-line.. **\$90.00**

**VIC PAX BRITANNICA** \*\*\*  
A 4-7 player game of empires, colonies, diplomacy and global confrontation from 1880 to WWI. 666 counters and two 22"x32" world maps. **\$60.00**

**WWW WAR TO END WARS** \*  
A grand strategy introductory game that covers the mindless slaughter in France to the grueling desert battles. 200 counters and a 16"x22" map. **\$25.00**

**PAN WARLORDS** \*\*  
2-7 Warlords bully, bribe, blackmail & butcher each other for control of China in 1916-1950. 252 colourful counters and a 19"x23" map. **\$40.00**

## WORLD WAR TWO

### ADVANCED SQUAD LEADER

Probably the best tactical WWII system available. A very detailed production that features intricate game mechanics: 2 minutes per game turn, 40 metres per hex, unit scale 5-10 men or 1 vehicle.

**AH ADVANCED SQUAD LEADER RULES** \*\*\*\*  
176 colourful pages with 8 sturdy data cards set in a beautiful 3-ring binder. Superb graphics! Most modules for this elaborate system will include new rules sections. Features an easy-to-find format. **\$75.00**

**AH BEYOND VALOR** \*\*\*  
The German & Russian expansion set: 2396 counters (intricately detailed) of vehicles, troops, artillery, Infantry Heavy weapons, etc. Four 8"x22" mapboards and 10 scenarios. **\$100.00**

**AH PARATROOPER** \*\*\*  
Details the small unit actions of the 82nd & 101st Airborne Divisions in Normandy. 478 units, 1 mapboard, 8 scenarios and an Introductory ASL rules chapter for the old *SQUAD LEADER* hacks. **\$40.00**

**AH STREETS OF FIRE** \*\*\*  
Contains four 11"x26" city mapboards with a giant 2.2" hex grid (for use with ASL counters or *GHQ 1/285th MICRO ARMOUR*). 10 scenarios. **\$70.00**

**AH YANKS** \*\*\*\*  
The American expansion set: 1048 counters covering the usual plethora of AFVs, equipment and grunts, etc. Four 8"x22" mapboards, 8 scenarios and a U.S. EQUIPMENT chapter for the ASL rulebook. **\$90.00**

**AH HEDGEROW HELL** \*\*\*  
Has four 11"x26" wilderness mapboards with 2.2" hex grid (for ASL counters or those amazing *GHQ* miniatures). With 8 scenarios & 24 AFV aid cards. **\$75.00**

**AH • PARTISAN** \*\*\*\*  
Guerrilla warfare against the German and Axis allies. 260 counters, two 8"x22" map-boards (#10 & #32) and 8 scenarios from Russia to Greece. **\$40.00**

NOTE: See the *MINIATURES SECTION* for a list of *GHQ 1/285TH* scale Micro Armor.

**JED AXIS & ALLIES** \*  
Grand strategy for 2-5 players seeking military or economic victory. Includes weapons development & special forces. 430 counters & 20"x37" map. **\$13.00**



## JED BASIC TRAINING

A magazine game solely designed to introduce the reader to the simple mechanics (movement & combat) of wargaming. Very easy to assimilate. **\$1.00**

## JED BEGINNER'S GUIDE TO WARGAMING

Continues the learning process of *BASIC TRAINING* with chapters on unit types, the language of wargames, game reviews, etc. Includes a mini-game with 39 counters and a 11"x8" map. **\$7.00**

## JED EUROPE AT WAR

1-4 players command the economic & military growth of a European power from 1941 to '45. 282 counters and three 8"x22" mapboards. **\$25.00**



## JED FIELD MARSHAL

A Well balanced hypothetical WWII style conflict where players are hindered or helped by 32 Situation cards. 196 counters and three 8"x22" mapboards representing various terrain features. **\$14.00**

## AH HITLER'S WAR

The European and Mediterranean struggle. You decide war direction, production priorities and research. 520 counters and a colourful 16"x22" mapboard. A short and sharp strategic game. **\$45.00**

## TSR SNIPER!

Man-to-man combat from WWII through to Korea, the Nam and contemporary Europe. 600 counters and two 22"x34" maps. Good skirmish game. **\$50.00**

## TSR • HETZER

*SNIPER!* exp. set 1. Campaign and AFV/APC/vehicle rules. WWII Individual combat on the West front. 400 counters (from 7 nations + paratroopers & SS), 62 large vehicle counters, 32 very large building counters and two 33"x21" double-sided maps. **\$35.00**

## TSR • SPECIAL FORCES

*SNIPER!* expansion set 2. Module-packed wargame introduces international terrorism, third-world brush-fire wars and local insurgent movements. **TBA**

## TSR • BUG HUNTER

*SNIPER!* expansion set 3. A near-future scenario where heavily armed and armoured soldiers fight alien creatures for control of the Earth. **TBA**

## AH SQUAD LEADER

An award-winning, popular tactical European wargame that was superseded by *ADVANCED SQUAD LEADER*. 712 counters and four 8"x22" mapboards. Playable without any supplements. **\$55.00**

## AH TACTICS

The original board-wargame, first printed in 1958, this is the game that spawned an industry. 100 crude counters & a bland 22"x28" mapboard! **\$25.00**

## AH TACTICS II

'Military Chess' they called it, the polished version of *TACTICS* with a balanced WWII style conflict (Reds vs. the Blues). 100 units & 22"x28" mapboard. **\$27.00**

## AH THIRD REICH 4TH Ed.

A magnificent, tense European & Mediterranean campaign game. 2-6 players must skilfully lead nations through 1939 to 1945. 550 counters and a 22"x32" mapboard. Very popular. **\$45.00**

## AH GAMER'S GUIDE TO THIRD REICH

**\$11.00**

## AH UP FRONT

European man-to-man (or tank-to-tank) combat using cards to represent troops, terrain, equipment & various actions. 322 cards & 304 counters. **\$60.00**

## AH BANZAI

*UP FRONT* expansion set in the SW Pacific with the English & Japs. New rules with solitaire section. 80 cards, 63 counters and 12 scenarios. **\$30.00**

## ADG WORLD IN FLAMES

Award-winning Australian game that covers the entire war on two colourful Pacific & European maps. Strong emphasis on long-range unit production. Superb game mechanics that cover land, sea & air combat. 1000 counters. For 2-6 players. **\$50.00**

## TSR WORLD WAR II

A grand strategic game covering the European theater of operations and the Middle East from 1939 to 1945. 800 counters from 19 countries and two colourful 22"x34" maps. 2-5 players. **\$75.00**

## EUROPA SERIES

A massive, complex series of complete but connected games of the European & African campaigns. Bi-weekly turns. 16 miles per hex, battalion/regiment/division sized units (with individual ships or groups of 40 aircraft).

## GDW CASE WHITE

The German blitzkrieg invasion of Poland. 3 day turns, with an option of greater Polish preparation for the onslaught. 480 units & 2 21"x27" maps. **\$55.00**

## GDW FALL OF FRANCE

The defeat and overrunning of France by Germany in the Spring of 1940. 2000 counters representing 7 countries and two 21"x27" maps. **\$95.00**

## GDW FIRE IN THE EAST

Operation Barbarossa, 1941-1942. Covers the problems of logistics, the air war, naval rules, the differing climate zones and more. 2500 counters (40 unit types!) and six 21"x27" maps. **\$155.00**

## GRD FIRE IN THE EAST PLAY-AID KIT

**\$18.50**

## GDW MARITA-MERKUR

The 1940 Balkan campaign in Greece, Yugoslavia and Crete. Over 600 counters. **\$50.00**

## GDW NARVIK

The German invasion of Norway. 4 day turns, units are company/battalion/regiment scale. Includes Norwegian/Swedish forces. Two 21"x27" maps. **\$45.00**

## GDW WESTERN DESERT

Africa, 1940-42, includes the peripheral operations in Malta, Syria & Lebanon. Rules cover the logistical difficulties. 480 units and two 21"x27" maps. **\$50.00**

## GRD WESTERN DESERT PLAY-AID KIT

**\$20.00**

## GDW THE NEAR EAST

Exp. for *WESTERN DESERT*. Three 21"x27" maps for Turkey, Iraq, Iran & Egypt. Adds the Iraqi coup, the British-Iraqi fighting, British invasion of Iran and a possible Egyptian revolt. 240 counters. **\$40.00**

## GDW SCORCHED EARTH

Barbarossa 1942-44, expansion set for *FIRE IN THE EAST*. New rules, 3 new maps and 3840 (!) counters. A truly monstrous game of exquisite detail. **\$149.00**

## GRD SCORCHED EARTH PLAY-AID KIT

**\$13.00**

## GDW SPAIN AND PORTUGAL

Expansion set for *FALL OF FRANCE*, the hypothetical German invasion of Spain, Spring 1941. One map of Portugal/Spain and 240 counters. **\$30.00**

## GDW THEIR FINEST HOUR

Covers the huge air war over Britain and Operation Sealion (plus the naval conflict). Two 21"x27" maps and 1200 counters (24 unit types). **\$75.00**

## GDW TORCH

The Anglo-American invasion of Northwest Africa in Nov. 1942-May '43. Can be used with *WESTERN DESERT*. 480 counters and two 21"x27" maps. **\$60.00**

## NORTH AFRICA

## JED THE AFRICAN CAMPAIGN 2ND Ed.

A fast, beer & pretzels game of the desert war from Dec 1940-1942. Includes airpower, fuel supplies, minefields, fortresses, unit breakdowns and more. 168 counters & 11"x32" mapboard **\$25.00**

## AH AFRICA KORPS

Two years of warfare with the Desert Fox, starting in April 1941 and finishing October 1942. 108 counters and a 44"x14" mapboard. **\$35.00**

## GDW 8TH ARMY: OPERATION CRUSADER

A 'Double-Blind' game of the winter battles for Tobruk, 1941. Extremely tense hidden movement system! 240 units & 2 identical 11"x17" maps. **\$25.00**

## WES ROMMEL IN NORTH AFRICA

Features an unusual Sequence of Play and innovative movement & reinforcement rules. 3 scenarios & Desert Campaign. 200 counters/44"x17" map. **\$50.00**

## WWW ROMMEL AT BAY

Tunisia: the stubborn Axis defense of the Mareth Line against Montgomery's 8th Army. 300 counters and a colourful 34"x22" map. **\$45.00**

## TSR SIROCCO

Very simplistic game of tactical desert combat. With 82 plastic units representing tanks, infantry, AT guns & jeeps. 54 cards and a 20"x20" mapboard **\$45.00**

## WESTERN FRONT

## AMBUSH! SOLITAIRE SYSTEM

Ambush! was designed specifically for solitaire play, using an ingenious system of Mission Cards and paragraph booklets to determine enemy tactical decisions. Unit scale: individual men & vehicles. Ground scale: 10 yards per hex.

## VIC AMBUSH!

The player leads a squad of American troops on eight missions through German occupied France. 218 counters and two 16"x22" maps. **\$65.00**

## VIC MOVE OUT! (Ambush! Module 1)

60 new Character/Vehicle cards, 11 missions and a paragraph/mission booklet. **\$30.00**

## VIC PURPLE HEART (Ambush! Module 2)

13 missions, two 16"x11" & one 16"x22" maps, 108 counters and 60 Character/Vehicle cards. **\$55.00**

## VIC SILVER STAR (Ambush! Module 3)

70 Character/Vehicle cards, 9 missions, 3 maps, another paragraph booklet & 108 counters. **\$50.00**

## AH AIR FORCE

Tactical 1940-45 aerial combat from fighter duels & night bombing raids to ground support. 255 counters (30 aircraft types) & 3 10"x16" mapboards. **\$40.00**

## AH DAUNTLESS

*AIR FORCE* Pacific exp. set. Introduces dive bombing, carrier operations, etc. 365 counters representing ships and 30 new aircraft types. **\$30.00**

## AH B-17 QUEEN OF THE SKIES

*SOLITAIRE* Command a lone B-17F on 25 bombing missions over Europe during Nov 1942 to May 1943. 88 counters and an 11"x16" mapboard. **\$40.00**

## TSR BATTLE OVER BRITAIN

The Luftwaffe and the R.A.F. collide over the skies of England in a battle that will decide the fate of a nation. 800 counters and two 22"x34" maps. **\$60.00**

## TSR COBRA (2ND Edition)

June 6-Aug. 23 1944: the Allied invasion of Normandy and their break-out from the peninsula. 400 counters and two 22"x33" maps. **\$45.00**

## AH D-DAY

The Allies must choose from between one to seven beaches to storm Europe, the Germans will need to stem the invasion quickly to survive. 200 counters and a 22"x28" mapboard. **\$40.00**

## JED FORTRESS EUROPA

The West front from England to the Rhine. Features airpower, U-boats, partisans & multiple Allied invasions. 392 counters/ 22"x24" mapboard. **\$25.00**

## VIC FRANCE 1944

The liberation of France, Belgium, Luxembourg and the Netherlands. Uses a unique Initiative system and a strength/moral matrix for combat. 130 counters and a 22"x32" map. **\$40.00**

## AH LUFTWAFFE

American bombers must eliminate key industrial targets whilst the Germans plot interception missions. Covers the entire American bombing campaign from 1943-1945. 277 detailed counters and three 8"x22" mapboards. **\$40.00**

## GDW THE NORMANDY CAMPAIGN

A 'Double-Blind' game of D-Day & Operation Cobra. 240 counters with two 11"x14" maps. Utilizes a tense and effective hidden-movement system. **\$25.00**

## STE ONE-PAGE BULGE

Regimental-level game of the last great German offensive in the West. One 9"x11" page of rules, 13"x16" colour map and 112 counters. **\$12.50**

## TSR ONSLAUGHT

Recreates the Allied drive across France to the Rhine, & the stubborn defense by Germany's Wehrmacht and elite SS. 160 counters & a 20"x36" mapboard. **\$50.00**

## VIC OMAHA BEACHHEAD

Ten days of battle where the Americans must link-up with the British at Utah beach and capture St Lo despite heavy resistance. 288 counters (Battalion level) and a 22"x32" map (1km per Hex). **\$50.00**

## GDW OPERATION MARKET-GARDEN

Paratroopers are dropped into Holland to capture vital bridgeheads over the Rhine for the Allied advance. With 'Double-Blind' hidden movement. 360 counters and two 11"x17" maps. **\$30.00**

## AH PANZER LEADER

1944 tactical combined-arms combat between swarms of Allied AFVs and the stoic German Kampfgruppen. 384 counters (platoon scale) and four 8"x22" mapboards (250 metres per hex). **\$45.00**

## AH PANZER LEADER VARIANT

Tank-to-tank combat. The steel fist of Blitzkrieg verses the impracticable tactics of Allied armoured warfare in 1940 France. 192 counters & rules. **\$15.00**

## AH PATTON'S BEST

*SOLITAIRE* A campaign game that develops a Sherman tank-crew's skills through battle. 218 units, 22"x24" mapboard & 17 tankcards. **\$65.00**

## WES R.A.F.

*SOLITAIRE* The Battle of Britain, you control the Royal Air Force, whilst the game system pilots the bombers and fighters of the Luftwaffe. 160 counters, 22"x34" map and 134 Target/Event/Force cards. **\$50.00**

## AH RAID ON ST. NAZAIRE

*SOLITAIRE* Covers the daring British commando raid on the German-occupied French port. 260 counters and an artistic 16"x33" mapboard. **\$60.00**



**WES • SOLDIERS** \*\*\*  
Squad-level combat in Europe. Introduces Force Points & Risk Levels with airdrops, demolition, artillery, etc. 300 units/4 11"x17" maps (10 metres/hex). **\$50.00**

**WES ST. LO** \*\*\*  
**SOLITAIRE** The capture of St. Lo by the Americans would free the Allies from their precarious landing sites. 400 counters (at battalion-level), 22"x34" map (306 yards per hex). **\$40.00**

**AH STORM OVER ARNHEM** \*  
700 British paratroopers vied for five days with the Wehrmacht & SS for control of Arnhem Bridge. 224 large counters & 22"x32" colourfull mapboard. **\$40.00**

**WES TANK LEADER: WESTERN FRONT** \*\*  
Tactical armoured combat where a player's grasp of C3 (Command, Control and Communication) is paramount. 320 counters, two 22"x17" maps and 72 Formation and Strike cards. 15 scenarios. **\$55.00**

**AH • THUNDER AT CASSINO** \*\*  
Covers 11 ferocious days of the third battle for Cassino between the tenacious 1st Fallschirmjäger and Commonwealth troops. Alternating fire or move impulses for action-reaction sequential movement. 478 counters and a 22"x24" mapboard. **\$60.00**

**JED THE WAR AT SEA** \*  
A very good beer & pretzels game of the naval war between the British, Germans, Italians, Americans and Russians. 117 large counters and two 18"x12" mapboards. Very simple game mechanics but requires quite subtle, cunning tactics! **\$20.00**

**GDW 1940** \*\*  
The German military juggernaut stands poised to unleash its Blitzkrieg assault on France. A short, sharp boxed game. 120 counters & 17"x22" map. **\$11.00**

## EASTERN FRONT

**TSR BARBAROSSA** \*\*\*  
A corps-level simulation of the titanic struggle that was the Eastern front, with 3 scenarios plus campaign. 800 counters and two 22"x34" maps. **\$80.00**

**WWW DARK CRUSADE** \*\*  
Barbarossa for beginners. With 'Point-to-point' movement system and a hexless 34"x22" map. 260 corps-level counters (14 unit types). **\$30.00**

**TSR DRIVE ON STALINGRAD** \*\*  
Blitzkrieg, the violent storm of iron & fire, rolls over the barren steppes in Southern Russia; like a deluge of deadly force it sweeps inexorably towards the Caspian oil fields and infamous Stalingrad. 600 counters and two 22"x34" maps. **\$40.00**

**TSR • MOSCOW 1941** \*\*  
The German assault on Smolensk and the Russian capital, fighting against a growing soviet defense and deteriorating weather. 600 counters and a 22"x34" heavily forested map. **\$45.00**

**AH PANZERGRUPPE GUDERIAN** \*\*  
The battles for Smolensk and surrounding settlements, with victory points attained thru their capture. 260 counters and a 22"x32" mapboard. **\$45.00**

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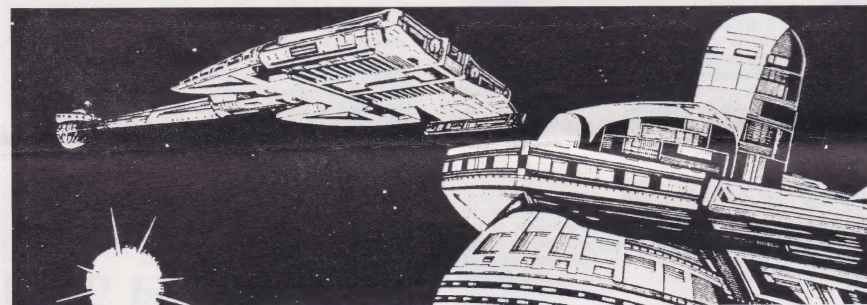
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**STE STAR TRADERS** \*\*  
Galactic commerce. 2-6 daring captains vie for the position of Imperial Trader. 18"x22" mapboard, 168 money tokens, 144 cards and 172 counters. **\$40.00**



**FAS STAR TREK II COMBAT SIMULATOR** \*\*  
3 levels of play. Tactical spaceborne combat between starships. 78 colour counters, 112 game chips and a 22"x34" map. This item originally sold for \$35.00 but is reduced due to overstocking and being superseded by another game. **\$8.00**

**FAS STAR TREK COMBAT SIMULATOR** \*\*  
Revised and expanded version of the above game. Improved rules for a fast-paced game of space combat. 156 counters, 22"x34" starfield map. **\$50.00**

### STAR TREK SUPPLEMENTS

**RULEBOOK UPDATE FOR STAR TREK 2 STARSHIP COMBAT SIMULATOR.** **\$25.00**

**FEDERATION SHIP RECOGNITION MANUAL**  
Hard data for 85 Federation Starships. **\$15.00**

**KLINGON SHIP RECOGNITION MANUAL** **\$16.00**

**ROMULAN SHIP RECOGNITION MANUAL** **\$15.00**

**STARSHIP STARFIELD HEX SHEETS**  
Five 22"x34" maps. **\$15.00**

**GDW STAR CRUISER** \*\*  
Detailed game of starship construction and combat in 2300AD. 168 counters, two 31"x22" starfield maps and Status Sheets for 36 different ships. **\$50.00**

**GDW SHIPS OF THE FRENCH ARM**  
Status Sheets and historic data for 46 new *STAR CRUISER* starships. Fully illustrated. **\$25.00**

**STE • AWFUL GREEN THINGS FROM SPACE** \*  
The wacky crew of an exploration ship frantically try every weapon in their craft to destroy invading monsters. 137 counters and a 12"x21" map. **\$18.00**

## FANTASY

**CHA • ARKHAM HORROR** \*  
1-8 fearless investigators try to save Arkham from H.P. Lovecraft's loathsome Cthulhu creations. 99 cards, 50 monstrous counters, 56 bank notes, 2 Arkham gazettes and a 17"x22" map. **\$50.00**



**GAM BLOOD BOWL** \*\*  
Fantasy Gridiron. Taunt, maim and then kill the opposition before scoring a few touchdowns for luck! 115 two-sided colour players with stands and a 16"x32" mounted pitch. **\$50.00**

**GAM • DEATH ZONE** \*\*  
New rules, including magic and Campaign play. 178 two-sided colour players (plus THRUD!) for six new teams. Features the most amusing and entertaining rulebook ever written. **\$35.00**

**GAM • CHAOS MARAUDERS** \*  
A fun card game involving the trials and tribulations of an Orc Tribe. 112 illustrated cards. **\$40.00**

**AH DARK EMPEROR** \*\*  
The divided, but formidable, human kingdoms must oppose a great Necromancer and his vampiric host. Play features diplomatic, magical & military actions. 260 counters (with 'Undead' backprint) and a 22"x32" mapboard of a unique world. **\$50.00**

**TSR • DRAGONLANCE** \*\*  
Warring Dragons in a battle for the Dragonlance. Two levels of play. Contains colourful plastic miniatures and a geographically detailed board. **TBA**

**GAM • DUNGEONQUEST** \*  
1-4 adventurers must find the dragon's hoard in the eerie subterranean ruins of Dragonfire castle before nightfall. Includes 115 colour room tiles, 68 monster counters, 174 cards (for beasts, traps & treasures) and a 23"x22" mapboard. **\$60.00**

**ADV PENTANTASTAR** \*\*  
Two armies strive to seize five charms that grant supreme power. A game of strategy and magic with infantry, cavalry, fleets, monsters and wizards. 173 counters with a 21"x28" map. **\$50.00**

**WES KINGS & THINGS** \*\*  
2-4 nobles explore the land of Kadab, collecting treasures, mustering armies of motley creatures, recruiting powerful heroes and building castles... all for the chance to wear the crown! 48 colour land tiles and 351 terrific (and cute) counters. **\$50.00**

**AH MAGIC REALM** \*\*\*  
16 fantastic characters on a perilous, grandiose quest for glory and riches in a vast magical world. 20 land tiles, 121 cards and 476 counters. **\$40.00**

**VIC • A NIGHTMARE ON ELM STREET** \*  
2-6 players flee the nightmare maze and Freddy's terribly unfriendly psychopathic tendencies. Two 16"x22" mapboards & 200 event cards. **\$60.00**

**STE NECROMANCER** \*\*  
Two angry Wizards beat the crap out of each other with noisome legions of skeletons and zombies. 11"x17 map and 112 back-printed counters. **\$12.50**

**GAM TALISMAN** \*\*  
2-6 adventurers seek the Crown of Command whilst collecting treasures, followers, equipment, magic items and wounds from ferocious critters. 182 colour cards and a beautiful map. This is the MONOPOLY of fantasy boardgames. **\$27.00**

**GAM TALISMAN: THE ADVENTURE** **\$22.00**

**GAM TALISMAN EXPANSION SET** **\$22.00**

**GAM TALISMAN: THE DUNGEON** The subterranean extension of *TALISMAN* 54 cards (including 14 new characters) and a 11"x16" mapboard. **\$30.00**

**GAM • TALISMAN: TIMESCAPE** A parallel alien world. New Sci-Fi Characters, Hi-tech Treasures, Followers, and star-spawned Monsters. **\$30.00**

**GAM • THE FURY OF DRACULA** \*\*  
2-3 investigators hunt for Dracula in 1898 Europe, features hidden movement, supernatural powers and a host of other gothic horror surprises! 16"x20" mapboard, 140 colourful counters, 60 event cards and 4 exquisite plastic playing pieces. **\$50.00**

**AH TITAN** \*\*  
2-6 Titans muster legions of monsters and wizards whilst trying to eliminate each other. Uses strategic movement with tactical combat resolution. 621 counters, one 16"x22" master mapboard and eleven 8"x11" Battle-land maps. **\$40.00**

**STE UNDEAD** \*\*  
Dracula is stalking London, leaving a trail of desiccated corpses and undead victims with ghoulish appetites! 112 colour counters & 3 mini maps. **\$12.50**

**PAC WABBIT WAMPAGE** \*  
Just like TV! Battle other bunnies for carrots, attack farmer Brown for revenge, torch the barnyard, blast old Fido off the board, etc. A crazy host of characters engage in a battle for the farm yard. 13"x17" mapboard, 70 counters and 48 cards. **\$45.00**

**PAC WABBIT'S WEVENGE** \*  
They skinned his kin, and now they're going to pay... Wambo Wabbit vs. the township in a battle that uses everything from zeppelins to ray guns. **\$45.00**

**GAM WARLOCK OF FIRETOP MOUNTAIN** \*  
A Fighting Fantasy boardgame fraught with money, monsters and masterful artwork. Characters face the denizens of the dungeon in a mercenary quest for riches. 22"x23" mapboard, 98 illustrated cards, 6 miniatures and a pad of adventure sheets. **\$50.00**

### WARHAMMER

A detailed system for skirmish encounters or bloody campaigns involving miniatures or cardboard units representing the full spectrum of fantasy combatants from august heroes to monstrous deamons.

**CIT • WARHAMMER FANTASY BATTLES** \*\*  
Complete 3RD Ed. rules of warfare that include chariots, aerial combat, heroes, character levels, champions, Generals, Wizards, Elite units, special forces, camp followers, leadership, formations, war beasts, war engines, racial types and more! **\$60.00**

**WARHAMMER SUPPLEMENTS**

**CIT BLOODBATH AT ORC'S DRIFT** \*\*  
4 scenarios with maps. 168 counters, 10 cardboard 25mm buildings and 10 Command Sheets. **\$36.00**

**CIT BLOOD ON THE STREETS** \*  
12 cardboard 25mm buildings and scenario. **\$25.00**

**CIT RAVENING HORDES** \*\*  
Some more new rules including complete Army lists for 10 races and info. on competition games. **\$20.00**

**CIT THE TRAGEDY OF MCDEATH** \*\*  
Campaign scenario. 213 counters, 7 cardboard 25mm buildings and 25mm castle plans. **\$25.00**

**CIT TERROR OF THE LICHMASTER** \*\*  
Mini-campaign with 127 colour counters and 14 cardboard 25mm buildings. **\$25.00**

**GAM WARRIOR KNIGHTS** \*\*  
A kingdom torn apart by bloody civil war and anarchy, the king lies dead, murdered by a traitor's hand, whilst the forces of scheming Barons ravage the countryside and war upon their rivals. 251 cards, 558 counters and a 16"x22" mapboard. **\$60.00**

**AH WIZARD'S QUEST** \*  
2-6 Armies, with assorted Heroes & Sorcerers, search the island of Marnon for three treasures whilst avoiding a hungry dragon and orcs and hordes. 404 counters with a 22"x24" painted mapboard. **\$45.00**

## PLAY BY MAIL

**AUST SPIRAL ARM** \*\*  
Construct a fleet of starships & start searching for worlds to conquer! A galactic empire-building campaign with economic, political & military struggles. Includes a *Start-up* package & three free turns. **\$8.00**

**AUST WORLDS IN CONFLICT** \*\*  
Eight Alien races intending to colonise Earth fight 14 human factions for control of the planet (or what's left of it!). Rules folder and first move will set you back \$8.00, additional moves are \$4.50 each. **\$8.00**



# COMPUTER GAMES

## 50 MISSION CRUSH

You pilot your B-17 bomber in 50 dangerous raids over France and Germany. Game can last for 10 minutes to 8 hours.

## B-24

A flight/combat simulator that challenges you to fly 19 bombing raids over the Axis' oil refineries at Ploesti, Rumania. Can you shorten the war in Europe by reducing the oil production.

## BALTIC 1985

Third in the *SUPERPOWER SERIES*: NATO forces must carve open a corridor across East Germany to rescue trapped troops in Berlin.

## BATTALION COMMANDER

Now you can direct a modern US, Soviet, or Chinese armored battalion against the enemy forces, led by the computer.

## BATTLE FOR NORMANDY

D-Day: Relive the massive Allied invasion of Northern France in June 1944 that marked the beginning of the end for Hitler.

## BATTLES IN NORMANDY

The 8 scenarios in this game allow you to recreate the momentous battles that established the Normandy Bridgehead. The game uses the system as *BATTLEFRONT*, with all the great play & design features. Plus climate design for your own scenarios.

## BATTLEGROUP

This game using same mechanics as *KAMPFGRUPPE*, recreating tactical combat on the Western Front. Includes every major German, US & UK tank, gun, and weapon used on this front from 1943-45. Units range from individual vehicles to battalions. New rules such as limits to stacking and morale/route are included.

## BATTLE OF ANTIETAM

A grand tactical simulation of the Civil War's bloodiest battle. Has three levels of play and a zoom in zoom out map display.

## BATTLECRUISER

Uses the same system as *WARSHIP*. Recreates individual ship to ship combat in great detail. Contains 79 ships from the First World War fleets of Germany and Britain, plus 79 World War 2 ships from Britain, France, Germany and Italy.

## BATTLEFRONT

This is a recreation of land battles from WW2. The game features a complete range of units and an easy to use game menu. Four scenarios, 1941, 1942, 1944, and 1945: plus a comprehensive design kit allowing you to create your own scenarios.

## BROADSIDES

A game of non-stop tactical Naval action in which you can re-enact legendary engagements from the age of fighting sail.

## CARRIER FORCE

Recreates the four major naval engagements in the Pacific; Santa Cruz, Midway, Solomons & Coral sea. Every major warship and plane is fully accounted for and battles are resolved down to the last plane.

## CARRIERS AT WAR

Command the land based & naval units of the U.S. or Japan, in any 1 of the 5 historical scenarios provided. Using SSGs unique menu & design systems. New scenarios can be created.

## COLONIAL CONQUEST

Fight for world domination during the age of Imperialism. This game was *GAME OF THE YEAR* in 1985 and is for 1 to 6 players.

## COMBAT LEADER

Modern tank engagements as you lead companies, platoons and squads into battle. Only available on cassette for C-64.

## COMPUTER AMBUSH

Command ten German or American grunts in this realistic man-to-man combat simulation. Hidden movement and the ability to design your own squads are just some of the features. New improved edition is 40 times faster than before.

## COMPUTER BASEBALL

Create and manage your own baseball team in this superb simulation of one of America's national sports.

## COMPUTER QUARTERBACK

A real time simulation of NFL football that is probably the most sophisticated and realistic around. Requires paddles.

## COSMIC BALANCE

Tactical space game for 1 or 2 players that challenges your skill as starship commander & designer. Build a ship from the ground up choosing from a multitude of

hulls, engines (giving you power), drives (for speed & maneuverability), weapons, shields and armour. Then lead your ships into deep-space combat.

## EAGLES

Fly over France during 1917-19. Contains 6 German and 8 Allied planes, including Sopwith Camels and Fokker DR-1s (the favorite of the Red Baron). Included also is a campaign game, giving you the opportunity to improve your skills and become an ace.

## EUROPE ABLAZE

Three scenarios that depict all aspects of the air war that raged over Britain & Germany between 1939-45. SSGs menu game system allows all the aspects of the war, including weather and cloud cover, to be easily handled by the player. The game also includes a design kit for creating your own scenarios.

## FIELD OF FIRE

Every aspect of this tactical simulation is historically accurate and the realism is highlighted with great higher graphics. Assume command of Easy company and lead them through eight battles in North Africa and Europe.

## GEMSTONE WARRIOR

A graphic, 'real-time' adventure in which you descend into the Netherworld to recover the five precious pieces of the shattered Gemstone to hold back a spreading evil.

## GEMSTONE HEALER

You've retrieved the gemstone, now in the sequel to *GEMSTONE WARRIOR*, you must return to the deadly Netherworld again and find the tools to repair the sacred gem that you stole the first time!



## GERMANY 1985

First of the series *WHEN SUPERPOWERS COLLIDE*. NATO must repel an invasion of West Germany by Warsaw Pact forces. Beautiful colour graphic displays, a sophisticated movement system and realistic combat rules, make this game a masterpiece.

## GETTYSBURG

What started as just a skirmish, became the Turning point of the American Civil War. SSGs version of this conflict allows 1 or 2 players to re-enact this great battle. Three levels of play and accurate combat rules. Will suit both novice and veteran alike.

## HALLS OF MONTEZUMA

From the capture of Mexico City in 1848 through two World Wars, Korea & Vietnam, the U.S. Marine Corps has a combat record second to none. Based on the *BATTLE FRONT* game system. With *WARPAINT* (which gives you complete graphic control over the icons used in the game) and *WARPLAN* design option, giving you even more control when designing scenarios.

## IMPERIUM GALACTUM

Just as Julius Caesar once forged the Roman Empire, you now struggle to control the stars and create the Imperium Galactum in this game of grand space-opera strategies.

## KAMPFGRUPPE

One of the best computer games ever, this is for those wanting a superior tactical game covering the Eastern front. It has all the major tanks, tank destroyers, assault guns, AT guns, transport vehicles, support weapons and infantry units that saw action on the Russian Front, 1941-45. Unit symbols represent a platoon, but combat/damage is resolved down to individual tanks, etc.

## KNIGHTS OF THE DESERT

1-2 people can now re-create Rommel's campaign in North Africa. Players sweep the desert with their forces in an attempt to take control of key cities such as Benghazi and Tobruk.

## MECHBRIGADE

A tactical game of combat from the 1950s to the 1990s. Includes all the major vehicles, weapons, equipment and helicopters of the USSR, West Germany, USA & Britain. Weapons such as ATGMs, SAMs, etc are included. This game uses the detailed *KAMPFGRUPPE* combat resolution system.

## NAM

As commander of American troops stationed in Vietnam, you must make the decisions necessary to defeat your communist opponent. Calling in artillery and air strikes will flush out the dug in enemy, your only problem is finding them in the dense terrain.

## NORTH ATLANTIC '86

Unleash state-of-the-art missiles, fighters, bombers and warships in this game of NATO-Soviet naval battles.

## NORWAY 1985

Last in the *SUPERPOWERS SERIES*. The Soviet offensive into Central Europe is frozen solid, and counterattacks by NATO guerrilla ski troops may yet save Norway.

## OPERATION MARKET GARDEN

From the terrain to the troops involved, every historical detail has been painstakingly recreated in this simulation and with the hidden movement option engaged, this game will challenge the wits and strategies of 1 or 2 players.

## PANZER GRENADIER

You command an elite unit of Panzer Grenadiers fighting on the dreaded Eastern front. Will they be crushed by the overwhelming Russian forces, or be able to send the Bolsheviks scurrying back to Moscow. A simple solitaire game that's a lot of fun.

## PANZERSTRIKE

Engage in highly detailed tank-to-tank & squad-to-squad combat in this high-res WW2 tactical game. Each unit is either one AFV, AT gun or infantry squad. Three theaters are covered; the entire Eastern Front, 1940 Western Front and North Africa. Panzerstrike is destined to become a classic. Included are two double sided disks, and a comprehensive list of vehicles, AFVs, infantry weapons, etc used in each of the above theaters.

## PHANTASIE

In this popular simulation you create a party of six adventurers and lead them against the Dark Lord's hellish minions in an effort to retrieve eight magical rings. Features six character classes, fifteen races and a detailed skirmish system.

## PHANTASIE II

To remove the evil warlocks curse the characters must travel through dangerous lands and dungeons in a quest to find and destroy a powerful magic orb. The system now features missiles combat and has the ability to transfer *PHANTASIE* characters.

## PHANTASIE III

The Wrath of Nickademos. No longer is the evil wizard satisfied with just conquering an island, now he aims to conquer the world. He must be stopped, and the quest is yours. In this final confrontation with Nickademos you will find many new features including archery combat, new powerful spells, damage segmented into body locations and a new experience system.

## PRESIDENT ELECT

Campaign for the presidency of America during a nine week race. Using a rating system for candidates (for charisma, socio-economic views, foreign policy positions, etc) you must run a successful campaign trail (advertising, debating and kissing babies) to win the coveted seat of power in American politics.

## PROFESSIONAL TOUR GOLF

Excellent game of realistic tournament-level golf in which you tee off against the Masters on world famous courses.

## QUESTRON

With the aid of the Great Book of Evil Magic, Mantor's legions have decimated the King's army. You have been selected as the last defender of the realm and must travel deep into Mantor's lands and dreaded dungeons to retrieve the book.



## RDF 1985

The year is 1985(!). Soviet forces have seized control of the oil-rich area along the Persian Gulf in Saudi Arabia. The U.S. responds by sending in its Rapid Deployment Force. This is the 2nd game in SSI's series: *WHEN SUPERPOWERS COLLIDE*.

## REACH FOR THE STARS 3rd Edition.

This new edition introduces many new features not included on the older version. This is a game for 1 to 4 people, in which players attempt to carve an empire from the vastness of space: destroying or capturing enemy colonies and worlds, building fleets and improving ship, navigational and industrial technologies. New social rules, land based armies and much more!

## REALMS OF DARKNESS

Guide a band of up to eight adventurers as you explore an unknown land. Seven different quests. Superb graphics.

## REBEL CHARGE AT CHICKAMAUGA

Three level game of the South's last major offensive thrust, September 20TH, 1863. A two-day battle in 13 turns with tactical and strategic maps.

## REFORGER '88

NATO's annual defense exercise assuming a Soviet strike into West Germany through the Fulda Gap. Set on a scale of infantry squads and individual AFVs and aircraft. With chemical and nuclear options.

## RINGS OF ZILFIN

A fiendish necromancer holds the town of Batinq in thrall. Captor of one magic ring, Drago needs only its mate to attain invincibility. You must set forth on a perilous quest to find and reunite the legendary rings and to depose the dark overlord. Beautiful graphics!

## ROADWAR 2000

Bacteriological warfare in the year 2000 has reduced the U.S. to a lawless wasteland, the highways are now

futuristic battlefields and cities are the plunder of violent gangs. You are a road gang leader who must locate 8 federal government scientists so that they may develop a vaccine against the modern plague.

## ROADWAR EUROPA

A post-doomsday Europe is held hostage by maniacal terrorists who plan to detonate five nuclear missiles across the continent. You must lead a wild entourage of mercenaries and their vehicles to locate the missiles and terminate the terrorist leaders.

## RUSSIA, GREAT WAR IN THE EAST

Detailed game of the entire bloody war in the East. Contains scenarios and campaign game.

## SHARD OF SPRING

Embark on a journey of peril with five adventurers to regain the Shard of Spring which has the power of eternal springtime. A deadly quest through busy townships, the rugged wilderness and dank dungeons. More superb graphics.

## SHILOH

The battle of the Tennessee River at Pittsburgh Landing in the American Civil War, two murderous days that would be General Grants first real trial by fire. Three levels of play.

## SIX GUNS SHOOTOUT

Direct some infamous characters of the Wild West such as Billy the Kid and Wyatt Earp in the bloody gunfights of that era.

## SONS OF LIBERTY

Three epic battles of the American Revolution; Bunker Hill, Saratoga and Monmouth. 3 levels of play with solitaire option.

## TIGERS IN THE SNOW

Operational level game of the Battle of the Bulge, the last great German offensive against the Americans in the winter of 1944. The monstrous King Tigers do battle

against the entrenched grunts with their daunting air support.

## THE ETERNAL DAGGER

Your band of eight brave (but lacking in common sense) adventurers must search for the enchanted Eternal Dagger to close the Demon Portal before the gruesome and vile undead swarm out of its eerie depths and overwhelm Middleworld.

## USAAF

Simulates the daylight bombing raids against the industrial targets and weapons factories in Nazi-occupied Europe by the U.S. Air Force. German military production hangs in the balance.

## WAR IN RUSSIA

Advanced game of the East Front campaign, from the violent blitzkrieg assaults into Russia to the bitter winter battles around the fringes of Germany. Every division in the entire campaign is included in this grand-strategy simulation.

## WARGAME CONSTRUCTION SET

Play games that you design! Create your own battlefields, build the forces and plan a bloody scenario where your grand armies will beat the crap out of each other.

## WARSHIP

Companion to *BATTLECRUISER*. Has 79 ship classes from the Allied and Japanese fleets in this comprehensive simulation of surface naval warfare from 1941-45.. The ship to ship action is extremely detailed and authentic.

## WIZARDS CROWN

The Wizards Crown has been usurped by the Wizard of Thunder. The crown lies imprisoned behind the shattered walls of a ruined city and now eight fearless adventurers must dare the perils of this cursed domain and return with the sacred dingus.

	GAME TITLE	C-64	APPLE	ATARI	IBM	AMIGA	ST	MAC
SSI	50 MISSION CRUSH	69.95	69.95	69.95	69.95			
SSI	B-24	69.95	69.95		69.95		69.95	
SSI	BALTIC 1985	69.95	69.95					
SSI	BATTALION COMMANDER	69.95	69.95	69.95				
SSI	BATTLE FOR NORMANDY	69.95	69.95		69.95			
SSG	BATTLES IN NORMANDY	49.95	49.95					
SSI	BATTLEGROUP	69.95	69.95					
SSI	BATTLE OF ANTIETAM	69.95	69.95	69.95	69.95			
SSI	BATTLECRUISER	69.95	69.95	69.95				
SSG	BATTLEFRONT	49.95	49.95					
SSI	BROADSIDES	69.95	69.95	69.95				
SSI	CARRIER FORCE	69.95	69.95	69.95				
SSG	CARRIERS AT WAR	49.95	49.95					
SSI	COLONIAL CONQUEST		69.95				69.95	
SSI	COMPUTER AMBUSH	69.95	69.95	69.95				69.95
SSI	COMPUTER BASEBALL	69.95	69.95	69.95	69.95			69.95
SSI	COMPUTER QUARTERBACK	69.95	69.95	69.95				
SSI	COSMIC BALANCE		69.95	69.95				
SSG	DECISIVE BATTLES OF U.S. CIVIL WAR	49.95	49.95					
SSG	EUROPE ABLAZE	49.95	49.95					
SSI	FIELD OF FIRE	69.95	69.95	69.95				
SSI	GEMSTONE WARRIOR	69.95	69.95	69.95				69.95
SSI	GEMSTONE HEALER	69.95	69.95					
SSI	GERMANY 1985	69.95	69.95					
SSI	GETTYSBURG	69.95	69.95	69.95	69.95			
SSG	HALLS OF MONTEZUMA	49.95	49.95					
SSI	IMPERIUM GALACTUM	69.95	69.95	69.95				
SSI	KAMPFGRUPPE	69.95	69.95	69.95	69.95	69.95		
SSI	KAMPFGRUPPE SCENARIOS	30.00	30.00		30.00			
SSI	KNIGHTS OF THE DESERT	69.95	69.95	69.95	69.95			
SSI	MECHBRIGADE	69.95	69.95	69.95	69.95			
SSI	NAM	69.95	69.95	69.95				
SSI	NORTH ATLANTIC '86		69.95					69.95
SSI	NORWAY 1985	69.95	69.95					
SSI	OPERATION MARKET GARDEN	69.95	69.95	69.95	69.95			
SSI	PANZER GRENADIER	69.95	69.95	69.95				
SSI	PANZERSTRIKE	69.95	69.95					
SSI	PHANTASIE	69.95	69.95	69.95	69.95	69.95	69.95	
SSI	PHANTASIE II	69.95	69.95	69.95			69.95	
SSI	PHANTASIE III	69.95	69.95			69.95	69.95	
SSI	PRESIDENT ELECT	69.95	69.95		69.95		69.95	
SSI	PROFESSIONAL TOUR GOLF	69.95						
SSI	PRO. TOUR GOLF MODULE 1	25.00						
SSI	QUESTRON	69.95	69.95	69.95				
SSI	RDF 1985	69.95	69.95					
SSG	REACH FOR THE STARS 3RD ED.	49.95	49.95					49.95
SSI	REALMS OF DARKNESS	69.95	69.95					
SSI	REBEL CHARGE AT CHICKAMAUGA	69.95	69.95	69.95	69.95			
SSI	REFORGER 88		69.95	69.95				
SSI	RINGS OF ZILFIN	69.95	69.95		69.95		69.95	
SSI	ROADWAR 2000	69.95	69.95		69.95	69.95	69.95	
SSI	ROADWAR EUROPA	69.95	69.95		69.95	69.95	69.95	
SSG	RUSSIA: GREAT WAR IN EAST	49.95	49.95					
SSI	SHARD OF SPRING	69.95	69.95		69.95			
SSI	SHILOH	69.95	69.95	69.95	69.95			
SSI	SIX GUN SHOOTOUT	69.95	69.95	69.95				
SSI	SONS OF LIBERTY	69.95	69.95	69.95				
SSI	STAR COMMAND				69.95	69.95	69.95	
SSI	STELLAR CONQUEST				69.95	69.95		
SSI	TIGERS IN THE SNOW	69.95	69.95	69.95	69.95			
SSI	THE ETERNAL DAGGER	69.95	69.95	69.95				
SSI	USAAF	69.95	69.95	69.95				
SSI	WAR IN RUSSIA		125.00					
SSI	WAR IN THE SOUTH PACIFIC	69.95	69.95					
SSI	WARGAME CONSTRUCTION SET	69.95		69.95				
SSI	WARSHIP	69.95	69.95	69.95				
SSI	WIZARD'S CROWN	69.95	69.95	69.95	69.95		69.95	



# ROLEPLAYING

**NEW ITEMS:** All new products will be marked by a dot (•) symbol besides the product's name. For example: TS2 The Doomsday Drop • \$13.00

## AFTERMATH

**SCI-FI** Set in Australia hundreds of years after the holocaust of the early 1990's. Features a rather detailed combat/damage system.

AFTERMATH	\$40.00
Into the Ruins	\$15.00
Morpheus	\$18.00
Sydney (campaign)	\$16.50
Karo	\$12.00

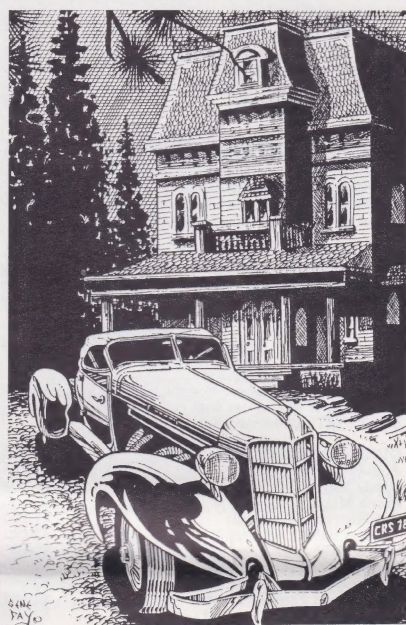
## BOOT HILL

**HISTORIC** The American Wild West as portrayed in countless films and books. A good beginner's RPG.

BOOT HILL	\$30.00
Referee's Screen & Mini Module	\$10.00
BH1 Mad Mesa	\$10.00
BH2 Lost Conquistador Mines	\$10.00
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**HORROR** H.P. Lovecraft's monstrous mythos and their morbid minions plague a 1920's Earth. An atmospheric gothic-horror game designed to chill the blood!



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Cthulhu Now •	\$35.00
Cthulhu Monster Flash Cards •	TBA
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## CHAMPIONS

**SUPERHERO** Daring Do-gooders and Butch Baddies beat the crap out of each other in the endless struggle for world domination (or at least some media exposure).

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Enemies	\$10.00
Enemies II	\$10.00
Enemies III	\$10.00
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**FANTASY** Join Conan as he travels fantastic lands and fights terrible creatures in his never ending search for power, wealth & extravagantly proportioned women.

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Pawns of Time	\$14.00
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**FANTASY** The beginner's version of AD&D: create the chronicles of a party of adventurers in a world of magic, monsters and fabulous treasures.

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B10 Night's Dark Terror	\$20.00

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BX1 The Islandia Campaign •	TBA
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DA1 Adventures in Blackmore	\$20.00
DA2 Temple of the Frog	\$16.50
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IM1 The Immortal Storm	\$16.50
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A very detailed campaign world series.

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## D&D GAME ACCESSORIES

Game playing aids for all five D&D box sets.	
AC1 The Shady Dragon Inn	\$13.50
AC4 The Book of Marvelous Magic	\$20.00
AC6 Player Character Sheets	\$17.50
AC9 Creature Catalogue	\$25.00
AC10 Giants & Dragon Bestiary •	\$18.00
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## ADVANCED DUNGEONS & DRAGONS

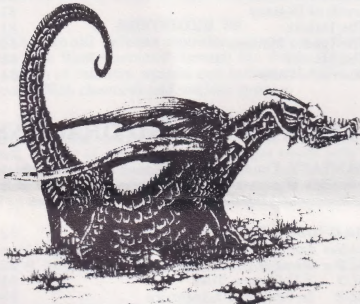
**FANTASY** Creates the exploits of a group of characters from their humble mediaeval origins to the pinnacle of social and political power in a fantastic world.

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OA1	Swords of Daimyo	\$25.00
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U2	Danger at Dunwater	\$10.00
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A1-4	Scourge of the Slavelords	\$30.00
A2	Secret of Slaver's Stockade	\$6.00
A3	Assault on the Slavelords	\$6.00
A4	Dungeons of the Slavelords	\$6.00
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C2	The Ghost Tower of Inverness	\$10.00
C4	To Find a King	\$14.00
C5	The Bane of Liwelynn	\$13.00
C6	RPGA Tournament Handbook	\$20.00
CA1	Swords of the Undercity	\$13.00
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	Modules with a plethora of multi-level mini adventures or supplements with general AD&D game aids.	
	The Art of <i>DRAGON</i> Magazine •	\$30.00
	The Art of <i>D&amp;D</i> Book 2 •	TBA
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	Dungeon Master's Design Kit •	TBA
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	REF2 PC Record Sheets	\$15.00
	REF3 The Book of Lairs	\$25.00
	REF4 The Book of Lairs II	\$25.00
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	Battlesystem Miniatures Rules	\$50.00
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	FR4 The Magister •	TBA
	FR5 The Savage Frontier •	TBA
	FR6 Dreams of the Red Wizards •	TBA
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	*** Curse of the Azure Bonds •	TBA
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	Forgotten Realms 1989 Calendar •	TBA

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Stormbringer Rules (Hardback) •	\$50.00
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Shattered Isle	\$15.00
Stealer of Souls	\$12.00
Stormbringer Companion	\$22.50
White Wolf	\$20.00

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FF09	Caverns of the Snow Witch	\$7.00
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CW4	Badlands Run	\$6.00
CW5	Green Circle Blues	\$6.00
CW6	Title Unknown!	\$6.50

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SH4	The Crown Vs. DR. Watson •	\$5.00
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**SCI-FI** Set in America centuries after a global holocaust, in a savage world where elements of high-technology and strange mutations coexist.

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GW1 Legion of Gold	\$10.00
GW2 Famine in Far-go	\$8.00
GW4 Mind Masters	\$11.00
GW6 Alpha Factor	\$17.00
GW7 Beta Principle	\$17.00
GW8 Gamma Base	\$17.00
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GW10 Epsilon Cyborgs •	\$13.00

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**HISTORIC** PIs, gangsters & the FBI clash in Prohibition America. It's a bloody fight for wealth and power in the dangerous underworld of criminal politics.

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GB4 Vanishing Investigator	\$8.00
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Son of Cities •	\$22.50
Encyclopedia Harnica #14/15/16 (each)	\$10.00
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Kanday	\$20.00
Lythia	\$22.50
Menglana	\$25.00
Orbaal	\$22.50
Rethem	\$20.00
Tharda	\$25.00



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**SCI-FI** An Australian RPG about Alien tourists hunting humans on Earth for recreation. Features hands-on modular design with an emphasis on role-playing.

HUNTER PLANET 2ND Ed.	\$10.00
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Character Record Sheets	\$3.00
CM's Screen & Mini Adventure	\$6.00
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**MODERN** Recreating the exploits of the Secret Service and the '00 agents... blow people away with hi-tech gizmos and go womanizing in exotic locations.

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Dr. No	\$15.00
For Your Eyes Only	\$15.00
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Q-Manual	\$16.50
Thrilling Locations	\$25.00
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View to A Kill	\$18.00
Villains	\$35.00

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**SCI-FI** Post-2000AD: the police of the sprawling Megacities are judge, jury & executioner. These ruthless super-cops thwart bizarre crims in a violent future.

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Slaughter Margin	\$45.00
Judge Dredd Companion •	\$45.00
Citi-block •	TBA

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**SCI-FI** Intergalactic war between the Starguild, the free 7 Worlds and Earth. A vast struggle for freedom in the galaxy where the exploits of the few do count.

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## MARVEL SUPERHEROES

**SUPERHERO** The vile villains and heroic heroes of the *MARVEL* comics bully, batter and butcher each other mainly because Earth is such a boring planet.

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ME2 Ragnarok and Roll •	TBA
ME3 The Left Hand of Eternity •	TBA
MH1 The Breeder Bombs	\$13.00
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MH4 Lone Wolves	\$11.00
MH5 Cat's Paw	\$12.00
MH6 Thunder Over Jotunheim	\$13.00
MH7 The Last Resort	\$13.00
MH8 Fault Line	\$13.00
MH9 The Gates of 'What If?'	\$16.00
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MHAC2 Avengers Assembled!	\$12.50
MHAC3 Fold-up Figures Set	\$13.50
MHAC4 Pit of the Viper	\$12.50
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MHAC8 Weapons Locker	\$13.00
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MHSP1 Secret Wars (Campaign)	\$13.00
MHSP2 Secret Wars II	\$20.00
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MX3 Reap the Whirlwind	\$13.00
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**SCI-FI** A multi-star system war fought by five political factions for water and the lost technologies of the galaxy. Based on the popular *BATTLETECH* universe.

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## SUPPLEMENTS

Technical Readout	\$22.50
Technical Readout #2 •	\$20.00
Mercenaries Handbook	\$25.00
House Steiner: Lyran Commonwealth	\$30.00
House Skurita: Draconis Combine •	\$30.00
House Liao: Capellan Confederation •	\$30.00

\*See *WARGAMES* Catalogue (*BATTLETECH*)\*

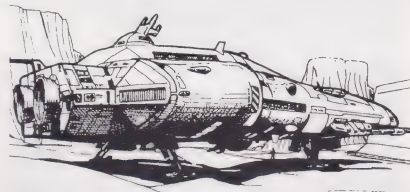
## MAYFAIR MODULES

**FANTASY** A range of fantasy supplements and adventure modules that can be used in any fantasy RPG system (approved for use with *AD&D*™, ©, ® etc).

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Clockwork Mage	\$10.00
Contract	\$10.00
Crystal Barrier	\$14.00
Deadly Power	\$10.00
Dark Folk	\$24.00
Dragons	\$20.00
Dragons of Weng Tsen	\$10.00
Dwarves	\$20.00
Elves	\$22.50
Elven Banner	\$10.00
Fantastic Treasures	\$22.50
Fantastic Treasures II	\$20.00
FEZ 1: The Valley of the Trees	\$8.00
FEZ 1: Wizard's Vale •	TBA
Final Challenge	\$10.00
Giants	\$20.00
Ice Elves	\$13.00
Lich Lords	\$13.50
Monsters of Myth & Legend	\$20.00
Pinnacle	\$14.00
Question of Gravity	\$10.00
Shadows of Evil	\$16.50
Shipwrecker	\$10.00
Sword Thrust	\$10.00
Throne of Evil	\$10.00
Undead	\$20.00
War of Darkness •	\$14.00
Wizards	\$20.00
Wizard's Betrayal	\$11.00
Wizard's Revenge	\$16.50

## MEGATRAVELLER

**SCI-FI** Basically this is a fully revised and polished edition of *TRAVELLER*. It will feature the usual plethora of supplements and modules but will be easier to digest!



MEGATRAVELLER •	\$60.00
Player's Manual •	\$22.50
Referee's Manual •	\$20.00
Imperial Encyclopedia •	\$20.00

See *TRAVELLER* listing.

## MIDDLE EARTH

**FANTASY** J.R. Tolkien's beautiful, magical world of *THE LORD OF THE RINGS* is brought to vivid life and colour with this detailed, well crafted system.

MIDDLE EARTH 2ND Ed.	\$20.00
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## SUPPLEMENTS

Guide Book to Middle Earth	\$15.00
Lords of Middle Earth	\$20.00
Lords of Middle Earth II	\$20.00
MERP Combat Screen	\$12.00
MERP Rule Book 2ND Ed.	\$15.00
Middle Earth map: Tube or Folded	\$12.00

## ADVENTURE SUPPLEMENTS

Assassins of Dol Amroth •	\$10.00
Bree and the Barrow Downs	\$12.00
Brigands of Mirkwood	\$12.00
Cirith Ungol & Shelob's Lair	\$12.00
Dagorlad and the Dead Marshes	\$12.00
Erech and the Paths of the Dead	\$11.00
Gates of Mordor	\$10.00
Goblins-Gate & Eagle's Eyrie	\$10.00
Haunted Ruins of the Dunlendings	\$8.50
Hillmen of the Trollshaws	\$12.00
Phantom of the Northern Marshes	\$10.50
Pirates of Pelagir	\$10.00
Rivendell: House of Elrond	\$12.00
Thieves of Tharbad	\$10.00
Trolls of the Misty Mountains	\$10.00
Woses of the Black Wood •	\$10.00

## CAMPAIGN SUPPLEMENTS

Angmar: Land of the Witch King	\$10.00
Court of Ardor	\$15.00
Dunland & Misty Mountains •	\$20.00
Ents of Fangorn	\$20.00
Havens of Gondor	\$20.00
Isengard and Northern Gondor	\$20.00

Lorien: Halls of the Elven Smiths	\$20.00
Lost Realm of Cardolan •	\$20.00
Moria: the Dwarven City	\$20.00
Northern Mirkwood	\$20.00
Rangers of the North: Arthedain	\$20.00
Riders of Rohan	\$20.00
Robin Hood (Alternate RPG)	\$22.50
Sea Lords of Gondor	\$20.00
Southern Mirkwood	\$20.00
Umbar: Haven of the Corsairs	\$15.00

## FORTRESSES OF MIDDLE EARTH

Weatherport: Tower of the Wind •	\$10.00
Teeth of Mordor •	\$10.00

## BOARDGAMES

Cleric's Revenge	\$30.00
Lonely Mountain	\$50.00

## PALLADIUM RPG

**FANTASY** A fine moderate complexity alternative fantasy RPG. More detail than most small systems but doesn't try to inundate the reader with rules.

THE PALLADIUM RPG	\$35.00
Monsters and Animals	\$25.00
Book 2: The Old Ones	\$30.00
Arms of Nargash Tor (Module)	\$10.00
Book 3: The High Seas	\$30.00

## PARANOIA

**SCI-FI** humorous RPG about a computer government, clones, bureaucracy, secret societies, mutants, weird inventions & robots. A fast, furious & fun game.



PARANOIA 2ND Ed.	\$40.00
Paranoia Book (Hardback)	\$40.00
Paranoia Book (Softback)	\$25.00
Acute Paranoia (campaign)	\$20.00
Clones in Space	\$18.50
GM's Screen	\$14.00
Orcbusters	\$16.00
Send in the Clones	\$17.00
Vapor's Don't Shoot Back	\$14.00
Yellow Clearance Black Box Blues	\$18.00
Hil Sector Blues (Campaign)	\$20.00
Paranoia Excessory Pack	\$25.00

## PENDRAGON

**FANTASY** King Arthur and his knightly cohorts practice chivalry and questing in mythical England. A strong medieval campaign with magic and monsters.

PENDRAGON	\$50.00
Pendragon Campaign	\$22.50
Nobles Book	\$27.00
The King Arthur Companion	\$40.00
The Grey Knight	\$18.00
Tournament of Dreams	\$16.50

## ROBOTECH

**SCI-FI** Based on the popular TV series of the exploits of several young pilots of hi-tech war machines in a bloody galactic war. With excellent source material.

ROBOTECH	\$22.50
RDF Manual	\$16.50
The Zentraedi	\$16.50
Southern Cross	\$22.50

## ROLEMASTER

**FANTASY** Set in a magical world of warriors, wizards and dark beasts. The game mechanics present enough data/detail for the most meticulous of DMs.

ROLEMASTER	\$60.00
Arms Law & Claw Law	\$20.00
Character & Campaign Law	\$20.00
Creatures & Treasures	\$20.00
Rolemaster Companion	\$20.00
Rolemaster Companion II •	\$20.00
Rolemaster Combat Screen	\$12.00
Spell Law	\$20.00
Cloudlords of Tanara	\$20.00
The Iron Wind	\$13.00
Shade of the Sinking Plane	\$20.00
World of Vog Mur	\$9.00
Robin Hood (Alternative RPG)	\$22.50



## RUNEQUEST

**FANTASY** A popular RPG with its own detailed campaign world: Glorantha! Excellent, playable game mechanics and superb background source detail.

RUNEQUEST DELUXE	\$85.00
RUNEQUEST STANDARD	\$35.00
Runequest Player's Box	\$45.00
Apple Lane •	\$21.50
Glorantha Bestiary •	\$19.00
Gods of Glorantha	\$40.00
Griffin Island	\$35.00
Human Character Sheets	\$25.00
Nonhuman Character Sheets	\$25.00
Land of the Ninja	\$35.00
Monster Coliseum	\$45.00
Vikings (Alternative RPG)	\$35.00
Runequest Book (Hardback)	\$35.00
Advanced Runequest Book •	\$45.00
Runequest Monsters Book •	\$40.00

## SPACEMASTER

**SCI-FI** quality RPG of a high-technology future and adventures on alien worlds. Has an extensively detailed system based upon the *ROLEMASTER* game.

SPACEMASTER	\$50.00
Spacemaster Companion	\$20.00
Future Law	\$20.00
Tech Law	\$20.00
Action on Akaisha Outstation	\$10.00
The Cygnus Conspiracy •	\$10.00
Imperial Crisis	\$17.00
Lost Telepaths	\$22.50
Beyond the Core (Campaign)	\$20.00

## STAR FRONTIERS

**SCI-FI** post Sathar-war universe where multi-racial PCs adventure through space in search of action, fame, glory, romance... and lots and lots of money.

STAR FRONTIERS	\$30.00
KNIGHT HAWKS	\$30.00
SF1 Planet of Mystery	\$10.00
SF2 Starspawn of Voltarnus	\$10.00
SF3 Sundown on Starmist	\$11.00
SF4 Mission to Alcazzar	\$11.00
SEAD5 Bugs in the System	\$13.00
SEAD6 Dark Side of the Moon	\$13.00
SFKH1 Dramune Run	\$11.00
SFKH2 Mutiny on Eleoner Moraes	\$11.00
SFKH3 Face of the Enemy	\$13.00
SFKH4 The War Machine	\$13.00
Referee's Screen	\$6.50
Character Record Sheets	\$11.00

## STAR TREK

**SCI-FI** Covers the Federation-era universe as based on the TV series and several movies, but with further detail and history to enhance the campaign game.

STAR TREK BASIC	\$13.00
STAR TREK DELUXE	\$40.00

### ACCESSORIES

Enterprise 15mm Deck Plans	\$35.00
Federation Ship Recognition Manual	\$15.00
Klingon D-7 15mm Deck Plans	\$30.00
Klingon Ship Recognition Manual	\$17.00
Romulan Ship Recognition Manual	\$17.00
Ship Construction Manual 2ND Ed.	\$25.00
Star Fleet Intelligence Manual	\$25.00
Starship Combat Hex Grids (5)	\$15.00
Star Trek GM Screen	\$15.00
Star Trek 3 Sourcebook Update	\$15.00
Star Trek 4 Sourcebook Update	\$27.00
The Federation	\$27.00
The Klingons 2ND Ed.	\$27.00
The Orions	\$35.00
The Romulans	\$20.00
Tricorder and Sensors Display	\$22.50

### MODULES

A Domsday Like Any Other	\$18.00
A Matter of Priorities	\$15.00
A Conflict of Interests & Killing Intelligence Briefing	\$27.00
Decision at Midnight	\$18.00
Demand of Honor	\$15.00
Denial of Destiny	\$12.00
Graduation Exercise	\$18.00
Imbalance of Power	\$25.00
Margin of Profit	\$17.00
Old Soldiers Never Die & The Romulan War	\$27.00
Return to Axanar & The 4 Years War	\$25.00
The Strider Incident & Defense Outpost Plans	\$25.00
Termination 1456	\$15.00
The Dixie Gambit	\$18.00
The Mines of Selka	\$18.00
The Orion Ruse	\$12.00
The Outcasts	\$15.00
The Triangle	\$25.00
The Triangle Campaign	\$17.00
Trader Captains and Merchant Princes	\$12.00
Where Has All the Glory Gone?	\$15.00
Witness for the Defense	\$12.00

## STAR WARS

**SCI-FI** This is a great RPG for beginners who enjoy their roleplay. Features basic game mechanics with greater detail on background material.

STAR WARS	\$35.00
The Star Wars Sourcebook •	\$30.00
Star Warriors	\$50.00
Star Wars Campaign Pack •	\$24.00
Tatooine Manhunt •	TBA

## TEENAGE MUTANT NINJA TURTLES

**SCI-FI** Another post-World War III RPG, populated with some very strange denizens. Features adventures both on Earth and the far reaches of Space. Well illustrated.

TEENAGE MUTANT NINJA TURTLES	\$20.00
After the Bomb	\$15.00
TMNT Adventures	\$15.00
Road Hogs	\$15.00
Turtle's Guide to the Universe	\$15.00

## TOON

**CARTOONS** Recreates the slap-stick antics of the TV cartoon serials and as such allows PCs to do anything and to survive the most horrendous of injuries!



TOON	\$18.00
Toon Strikes Again	\$10.00
Toon Silly Stuff	\$10.00
Son of Toon	\$10.00

## TOP SECRET

**MODERN** Spies and Super-agents clash with the usual entourage of wildly inept and terribly inaccurate soldiers/thugs/hit-men whilst on dangerous governmental assignments.

TOP SECRET 2ND Ed. •	\$40.00
TOP SECRET	\$18.00
HIGH-STAKES GAMBLE •	TBA
Agent Dossiers	\$10.00
Top Secret Companion	\$20.00
Referee's Screen	\$10.00
TS1 Operation Starfire (2ND Ed.)	\$13.00
TS2 Operation Rapid Strike!	\$10.00
TS2 The Domsday Drop (2ND Ed.) •	\$13.00
TS3 Lady in Distress	\$10.00
TS3 Orion Rising (2ND Ed.) •	TBA
TS4 Operation Fastpass	\$10.00
TS5 Orient Express	\$14.50
TS6 Ace of Clubs	\$8.00
TS8 Operation Seventh Seal	\$11.00
TSAC1 The G-4 File •	\$18.50
TSAC2 Agent 13 Sourcebook •	TBA
TSAC3 Covert Operations Handbook •	\$16.50
TSAC4 F.R.E.E. Lancers •	TBA
TSAC5 Commando •	TBA
TSAC6 Covert Operations Handbook #2 •	TBA
SOC1 The Final Bug (Solo) •	TBA
SOC2 Foul Play at Fools Summit (Solo) •	TBA

## TRAVELLER

Now out of print and being replaced by *MEGATRAVELLER*. However most of the following items are still being retained as supplements to the new system.

STARTER TRAVELLER	\$20.00
Alien Module 1: Aslan	\$15.00
Alien Module 2: K'Kree	\$11.00
Alien Module 3: Vargr	\$15.00
Alien Module 4: Zhodani	\$15.00
Alien Module 5: Droyne	\$15.00
Alien Module 6: Solomani	\$15.00
Alien Module 7: Hivers	\$15.00
Alien Module 8: Darrrians	\$15.00
Alien Realms	\$15.00
Atlas of the Imperium	\$6.00
Tarsus (Boxed Module 1)	\$15.00

Write and ask for our *TRAVELLER* Specials listing.

## TRAVELLER 2300

**SCI-FI** Set after World War III, Mankind has risen from out of the ashes of global conflict and is just starting to reach for the stars. The final frontier beckons...

TRAVELLER 2300	\$45.00
Aurora Sourcebook	\$25.00
Beanstalk	\$17.00
Colonial Atlas •	TBA
Energy Curve	\$17.00
Kafer Dawn	\$17.00

Mission Arcturus •	\$15.50
Nyotekundu Sourcebook •	\$22.50
Star Cruiser	\$50.00
Ships of the French Arm	\$25.00

## TUNNELS & TROLLS

**FANTASY** A simple, yet delightful system with modules that feature an emphasis on solitaire play. For those players who don't like too many tables and charts.

TUNNELS & TROLLS	\$35.00
TUNNELS & TROLLS BOOK	\$22.50
Abyss	\$2.50
Amulet of Saltki	\$12.50
Arena of Khazen	\$6.50
Beyond the Wall of Tears	\$8.50
Beyond the Silvered Pane	\$13.00
Buffalo Castle	\$3.50
Captif D'Yvoire	\$10.50
Circle of Ice	\$2.50
Dargon's Dungeon	\$6.50
Deathtrap Equaliser	\$6.50
Dungeon of the Bear	\$7.50
Gamesmen of Kasar	\$6.50
Isle of Darksmoke	\$18.00
Labyrinth	\$6.50
Mistywood	\$5.50
Naked Doom	\$5.50
Sea of Mystery	\$5.50
Sewers of Oblivion	\$6.50

## TWILIGHT 2000

**SCI-FI** Survival and conflict in Europe, the Mid East & America during the final days of World War III. PCs must learn to live in a hostile, ravaged environment.

TWILIGHT 2000	\$40.00
Airlords of the Ozarks	\$15.00
Allegheny Uprising	\$15.00
Armies of the Night	\$15.00
Black Madonna	\$15.00
Free City of Krakow	\$15.00
Going Home	\$15.00
King's Ransom	\$15.00
Pirates of the Vistula	\$15.00
RDF Sourcebook	\$15.00
Red Star, Lone Star	\$15.00
Ruins of Warsaw	\$15.00
Small Arms Guide •	\$15.00
Soviet Vehicle Guide	\$15.00
Spanish Main	\$15.00
Urban Guerilla •	\$15.00
US Army Vehicle Guide	\$15.00

## WARHAMMER

**FANTASY** A gothic-horror fantasy world where darkness lingers close and the light is very feeble... The system is supported by some very eerie supplements.

WARHAMMER	\$55.00
Death on the Reik	\$45.00
The Enemy Within	\$20.00
Shadows Over Bogenhafen	\$20.00
Warhammer City •	\$40.00

## GAMING ACCESSORIES

Three 17" x 23" Hex Sheets	\$3.50
Three Counter Storage Trays	\$3.75
28-Page Hex Sheet Pad	\$5.00
Poly Dice: 4/6/8/10/12/20	(each) .75c
Gem Dice: 4/6/8/10/12/20	(each) .95c

## ROLEPLAYING ACCESSORIES

Best of Dragon Vol. #1, #2 & #3	(each) \$8.50
Best of Dragon Vol. #4 & #5	(each) \$11.00
Carse: Urban Aid	\$20.00
Caverns: Floor Plans	\$20.00
Caverns of the Dead: Boxed Adventure.	\$12.00
Cities	\$20.00
Citybook 1: Butcher, Baker <i>et al.</i>	\$35.00
Citybook 2: Port o' Call	\$25.00
Citybook 3: Deadly Nightside	\$20.00
Contemporary Weapons	\$11.00
Dungeon Floor Plans 1 (Rev.)	\$22.00
Dungeon Floor Plans 4: Caves & Mines	\$9.00
Dungeon Rooms	\$22.00
Dungeon Tiles (Boxed set)	\$13.00
Duneon Mapping Sheets	\$6.00
European Castles	\$13.00
Grimtooth's Traps	\$25.00
Grimtooth's Traps Too	\$25.00
Grimtooth's Traps Fore	\$22.50
Halls of Horror: Floorplans	\$20.00
Nightmare in Blackmarsh: Boxed Adventure.	\$15.00
Role-playing Mastery (By E.G. Gygas)	\$4.50
Ship's Papers (25 Page Pad)	\$20.00
Snarfquest: Graphic Novel	\$4.50
System Data Sheet (25 Page Pad)	\$22.50
The Hole Delver's Catalogue	\$25.00
Town of Baldemar	\$20.00
Tulan of the Isles (module)	\$13.00
Weapons and Assassins	\$13.00
Weapons and Castles	\$13.00
Weapons and Castles of the Orient	\$13.00



# MINIATURES

## WARGAMES RULES

### WRG Ancients Rules: 3000BC-1485AD 6TH Ed.

This is the revised 6TH edition Wargames Research Groups Rules. Each figure, (of any scale 5mm to 30mm) represents 20 men. All troop types, weapons and tactics for the period are included in 56 pages, plus card charts. **\$11.00**

### JOHNNY REB

Covers the American Civil War. One figure (of any scale) represents 20 soldiers, used in Regimental groups. Covers up to Corps-level engagements! The boxed set includes an 86 page rulebook, 11 pages of Scenarios, two A3 card charts and 300 cardboard counters. Well illustrated. **\$25.00**

### BATTLESYSTEM

Fantasy battle-rules, covering mass battles with magic, heroes and monsters. One figure represents 10 or less creatures. The boxed set containing 32 page rule book, 2 card charts, 24 Army Roster Sheets, 22 page scenario book, 14 page painting guide and 800 counters. See ROLEPLAYING catalogue for the 3 supplements/modules (H1, H2, H3) **\$50.00**

### WARHAMMER FANTASY BATTLES RULES

Third edition hard cover book. The most popular wargames rules covering fantasy warfare. Rules are very detailed and have great character. Included are chariots, aerial combat, heroes, character levels, champions, Generals, Wizards, Elite units, special forces, camp followers, leadership, formations, war beasts, war engines, racial types and much, much more! Wonderfully illustrated. WARHAMMER contains a wealth of background material. See WARGAMES Catalogue for modules. **\$60.00**

### COMMAND DECISION

Tactical World War II rules. This boxed set contains a rulebook (with basic & advanced systems), a vehicle data book (for Germany, Italy, USSR, USA & the UK), 1 unit organization book, 1 campaign rulebook, 1 rules summary folder, 4 card charts, markers and 6 scenarios. This is a very playable system for 1/285TH, 15mm and HO scale models. **\$40.00**

### BASTOGNE

A campaign module for COMMAND DECISION. Uses strategic maps to locate the tactical engagements for miniatures battles. 48 pages. **\$17.00**

### PANZERFAUST-ARMORED FIST

Tactical WW2 miniatures rules designed in Australia. This is the 3RD Ed. and can be used with 1/76ND or 1/285TH scale models. Each figure or model represents one man or vehicle in real life, so these rules are very detailed, but simple game mechanics make it a fast moving simulation. Contains more comprehensive gun tables, vehicle charts and army lists than any other set of WW2 rules. Covers 12 nationalities, including minor countries such as Poland, Italy, etc. The extensive mechanical and organizational background material complement this very well designed system. **\$11.00**

### GHQ MICRO ARMOR

Blister Packs: contain 4-5 1/285TH scale military miniatures with superb detail! For use with ADVANCED SQUAD LEADER deluxe boards.

#### GERMAN

GHQ1000	Infantry Company	\$15.00
GHQ1001	PAK 40 (2) and 88mm (1)	\$10.00
GHQ1002	Panzer III Platoon	\$10.00
GHQ1003	Panzer IV-H Platoon	\$10.00
GHQ1004	Panther Platoon	\$10.00
GHQ1005	StuG III-G Platoon	\$10.00
GHQ1006	Elephant Platoon	\$10.00
GHQ1007	StuH-42 (3) & PzJg IV	\$10.00
GHQ1008	251/1 Halftracks	\$10.00
GHQ1009	Infantry Support Weapons	\$10.00
GHQ1010	Tiger I Platoon	\$10.00

#### RUSSIAN

GHQ2000	Infantry Company	\$15.00
GHQ2001	45mm (3) & 57mm (2) 57mm ATGs	\$10.00
GHQ2002	76mm Crash Boom Artillery	\$10.00
GHQ2003	T-34/76 Model '43 Platoon	\$10.00
GHQ2004	KV-1s Fast Tank Platoon	\$10.00
GHQ2005	T-34/85 Platoon	\$10.00
GHQ2006	JS-III Platoon	\$10.00
GHQ2007	SU-85 Tank Destroyer Battery	\$10.00
GHQ2008	ISU-122 Assault Gun Battery	\$10.00
GHQ2009	Infantry Support Weapons	\$10.00

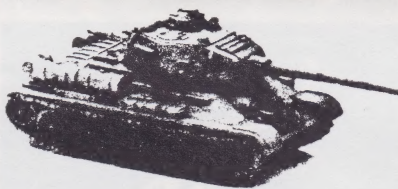
#### USA

GHQ3000	Infantry Company	\$15.00
GHQ3001	US AT guns	\$10.00
GHQ3002	US Tanks of some type	\$10.00
GHQ3003	US Tanks of some type	\$10.00
GHQ3004	US Tanks of some type	\$10.00
GHQ3005	US Half Tracks	\$10.00
GHQ3006	US Infantry Support Weapons	\$10.00

**ASL: STREETS OF FIRE** Scenarios using the GHQ Micro Amor Order of battle.

- 01: Ger: 1000; 1009. Rus: 2000; 2009.  
 02: Ger: 1000; 1009. Rus: 2 x 2000; 2009.  
 03: Ger: 2 x 2000; 1003; 2 x 1009. Rus: 2002, 2 x 2000; 2009.  
 04: Ger: 2 x 1000; 10-05; 2 x 1009. Rus: 2001, 2 x 2003; 2 x 2009.

- 05: Ger: 1000; 1001; 1009. Rus: 2 x 2000; 2 x 2003; 2 x 2009.  
 06: Ger: 2 x 1000; 1002; 1003; 1008; 1009; 1010. Rus: 2 x 2000; 2001; 2002; 2003; 2009.  
 07: Ger: 2 x 1000; 1007; 2 x 1009. Rus: 2001, 3 x 2000; 2 x 2004; 2009.  
 08: Ger: 2 x 1000; 1006; 2 x 1009. Rus: 2001; 2 x 2000; 2 x 2004; 2009.  
 09: Ger: 2 x 1000; 2 x 1004; 2 x 1009. Rus: 2 x 2000; 2001; 2005; 2009.  
 10: Ger: 2 x 1000; 1001; 1007; 2 x 1009. Rus: 3 x 2000; 2 x 2006; 2007; 3 x 2009.  
 11: Ger: 2 x 1000; 1001; 1004; 2 x 1009. Rus: 2 x 2000; 2 x 2008; 2 x 2009.



## GRENADIER MINIATURES

**DRAGON LORDS DRAGON SERIES:** Boxed Sets with 1 25mm dragon with 2 extra figures or items.

GRE2501	Black Dragon	\$18.00
GRE2502	Red Dragon	\$18.00
GRE2503	White Dragon	\$18.00
GRE2504	Brass Dragon	\$18.00
GRE2505	Green Dragon	\$18.00
GRE2506	Silver Dragon	\$18.00
GRE2507	Blue Dragon	\$18.00
GRE2508	Copper Dragon	\$18.00

### CHALLENGER

Covers battle group level games: 1950 - 1990. One figure/model represents one man/vehicle, for 1/285TH scale miniatures. 66 page book with two card charts, 1 clear plastic template and 170 markers. These are the most popular modern miniatures rules to date, with a very comprehensive system that utilizes excellent tactical detail & military data. **\$15.00**

### DIGEST #2

For CHALLENGER: contains a compendium of vehicles, AT missiles, rockets, AA systems, mortars and artillery from over 28 countries! Can also be used with WRG's Modern Rules. Please write for information on other issues. **\$12.00**

### HARPOON

Modern naval wargames rules using individual ships, subs, aircraft and helicopters. A new boxed set with 48 page rule book, 64 page data annex book (covering 200+ ships/subs, 130 choppers/jets, missiles, gun systems, torpedoes, bombs, radar, sonar etc), 1 16 page scenario book, 2 card charts and 168 counters. **\$45.00**

### BATTLES OF THE THIRD WORLD WAR

Supplement for HARPOON. Contains 14 scenarios of possible encounters in the North Atlantic during a projected global confrontation. **\$15.00**

### WARHAMMER 40,000: ROGUE TRADER

Miniatures based table-top game designed for two or more players representing the Imperium or one of its many enemies ranged against its borders. A tactical science fiction system suitable for games varying in size from simple skirmishes to full-scale engagements. Rules include psychology, robots, aerial combat, psionics, mutants, personalities and bionics. There is also a very comprehensive listing of weapons, armour & vehicles with an extensive guide/history of the galaxy and a detailed bestiary of the bizarre beasts & aliens that inhabit the known planets. Very well illustrated throughout. **\$55.00**

### CHAPTER APPROVED

The first supplement to WARHAMMER 40,000. Contains scenarios, army lists, more campaign background and a painting guide. **\$20.00**

### PHOENIX COMMAND

This is a revolutionary small arms combat system. Quick playing and extremely realistic, it is ideal for expanding RPG combat mechanics or for modern skirmish wargaming. Components include a sturdy 50 page rulebook, illustrated 32 page small arms listing, 5 character sheets and 4 card charts. Boxed. A superb simultaneous fire and movement system. **\$35.00**

### CIVILIAN & POLICE WEAPON DATA SUPPLEMENT

Further listing of small arms as used by para-military forces, etc. **\$16.00**

### ADVANCED RULES: SMALL ARMS COMBAT

A modular, optional set of 21 new combat rules for PHOENIX COMMAND, including 3-round burst, blunt trauma, scopes, smoke, mines, evasive action and more. **\$16.50**

### PHOENIX COMMAND DAMAGE TABLES

Provides a detailed, graphic expansion of the Hit Location and Damage system. Contains over 60 hit locations and 4 target profiles. Not for the faint hearted. **\$13.00**

GRE2509	Bronze Dragon	\$18.00
GRE2510	Gold Dragon	\$18.00
GRE2511	Platinum Dragon	\$18.00
GRE2512	Spectral Dragon	\$18.00
GRE2513	Sea Dragon	\$18.00
GRE2514	Dragonlisk	\$30.00
GRE2515	Iron Dragon	\$30.00
GRE2516	Chaos Dragon	\$30.00
GRE2517	Shire Dragon	\$30.00
GRE2518	Swamp Dragon	\$30.00
GRE2519	Frost Dragon	\$30.00
GRE2520	Wyvern Dragon	\$30.00
GRE2521	Wind Dragon	\$30.00
GRE2522	Elvern Dragon	\$30.00
GRE2523	Storm Dragon	\$30.00
GRE2524	Guardian Dragon	\$30.00

**DRAGON LORDS GIANT SERIES:** Boxed sets with 1 25mm giant and 2-3 accessories.

GRE3501	Fire Giant	\$25.00
GRE3502	Stone Giant	\$25.00
GRE3503	Frost Giants (3)	\$25.00
GRE3504	Forest Giant	\$25.00
GRE3505	Hill Giants (3)	\$25.00
GRE3506	Chaos Giant	\$25.00
GRE3507	Sea Giant	\$25.00
GRE3508	Dwarven Giant	\$25.00
GRE3509	Two-Headed Giant	\$25.00
GRE3510	Titan	\$25.00

**DRAGON LORDS BOXED SETS:** With 8-10 25mm Miniatures.

GRE2001	Wizards	\$22.50
GRE2005	Fighting Men	\$22.50
GRE2006	Specialists	\$22.50
GRE2010	Marsh Horrors	\$22.50
GRE2011	Orcs of the Severed Hand	\$22.50
GRE2012	Subterranean Terrors	\$22.50
GRE2013	Adventurers of the Golden Quest	\$22.50
GRE2015	Dragon Killers	\$22.50
GRE2016	Magic Users	\$22.50
GRE2017	Ninja & Samurai	\$22.50



GRE2018	Female Adventurers	\$22.50
GRE2019	Undead Royal Guardsmen	\$22.50
GRE1501	Monster Manuscript Vol. 1 (A-B) <sup>®</sup>	\$22.50

\* Includes **MONSTER MANUSCRIPT** series Creature listing.

**LORD OF THE RINGS Boxed Sets:** 10-12 25mm figures.

GRE7501	Fellowship of the Ring	\$25.00
GRE7502	Sauron's Dark Ones	\$25.00
GRE7503	Shelob's Lair	\$25.00
GRE7504	Hillmen of the Trollshaws	\$25.00
GRE7505	Isengard	\$25.00

**TWILIGHT 2000 Blister Packs:** with 5-6 15mm figs.

GRE401	U.S. Infantry	\$9.00
GRE402	Soviet Infantry	\$9.00
GRE403	Polish Infantry	\$9.00
GRE404	Armed Civilians	\$9.00
GRE405	U.S. Support Weapons	\$9.00
GRE406	Soviet Support Weapons	\$9.00
GRE407	Soviet Cavalry	\$9.00
GRE408	U.S. Assault Squad	\$9.00
GRE409	U.S. Heavy Weapons	\$9.00
GRE410	Soviet Heavy Weapons	\$9.00
GRE411	Polish Paratroops	\$9.00
GRE412	Polish Lancers	\$9.00

**CALL OF CTHULHU Blister Packs:** Contain 3 25mm figures.

GRE201	Private Investigators	\$9.00
GRE202	Thugs	\$9.00
GRE203	Adventurers	\$9.00
GRE204	Sinister Gentlemen	\$9.00
GRE205	Investigators	\$9.00
GRE206	Cops	\$9.00
GRE207	Nightmares	\$9.00
GRE208	Undead	\$9.00
GRE209	Ghouls	\$9.00
GRE210	Serpentmen & Mi-Go	\$9.00
GRE211	Sand Dwellers	\$9.00
GRE212	Deep Ones	\$9.00
GRE213	Cthonians (2)	\$9.00
GRE214	Nyarlatheotep (1)	\$9.00
GRE215	Tsathogghua (1)	\$9.00
GRE216	Old One & Shambler (2)	\$9.00
GRE217	Spawn of Cthulhu (1)	\$9.00
GRE218	Hunting Horror (1)	\$9.00

**PARANOIA Blister Packs:** Each pack with 3 25mm figures.

GRE601	Red Trouble Shooters	\$9.00
GRE602	Orange Trouble Shooters	\$9.00
GRE603	Green Trouble Shooters	\$9.00
GRE604	Yellow Trouble Shooters	\$9.00
GRE605	Bot Busters	\$9.00
GRE606	Belligerent Bots	\$9.00
GRE607	Intsec Goons	\$9.00
GRE608	Vulture Troopers	\$9.00
GRE609	Briefing Team	\$9.00
GRE610	Transbot	\$9.00
GRE611	Infra-Red Drones	\$9.00
GRE612	Ex-Cessories	\$9.00

**FANTASY LORDS BLISTER PACKS:** Each with three 25mm figures per pack unless stated otherwise.

GRE101	Adventurers	\$7.00
GRE102	Demons (2)	\$7.00
GRE103	Frost Giant (1)	\$7.00



GRE104	Soul Searcher (2)	\$7.00
GRE105	Werebear/Rat/Boar	\$7.00
GRE106	Skeleton Cavalry #1	\$7.00
GRE107	Skeleton Cavalry #2	\$7.00
GRE108	Goblins	\$7.00
GRE109	Orcs	\$7.00
GRE110	Casualties (4)	\$7.00
GRE111	Martial Art Monks	\$7.00
GRE112	Treasure Items (4)	\$7.00
GRE113	Orcus (1)	\$7.00
GRE114	Storm Giant (1)	\$7.00
GRE115	Bugbears	\$7.00
GRE116	Flesh & Iron Golems	\$7.00
GRE117	Dragonmen Warriors	\$7.00
GRE118	Scorpions (2)	\$7.00
GRE119	Hill Giant (1)	\$7.00
GRE120	Winged Folk Warriors	\$7.00
GRE121	Mounted Knight	\$7.00
GRE122	Wizards	\$7.00
GRE123	Lizardmen	\$7.00
GRE124	Dwarf Hydra (1)	\$7.00
GRE125	Armored Dragonmen	\$7.00

GRE126	Ninja and Ronin	\$7.00
GRE127	Familiars & Homoculi (9)	\$7.00
GRE128	St George & The Dragon	\$7.00
GRE129	Undead Orcs	\$7.00
GRE130	Dart Thrower & Undead Crew	\$7.00
GRE131	Elite Undead Infantry	\$7.00
GRE132	Flying Carpet with Crew	\$7.00
GRE133	Samurai	\$7.00
GRE134	Armored Centaurs (2)	\$7.00
GRE135	Umberbulk (1)	\$7.00
GRE136	Goatkin Warriors	\$7.00
GRE137	Skeleton Command	\$7.00
GRE138	Hippogriff (1)	\$7.00
GRE139	Human Captives	\$7.00
GRE140	Barbarians	\$7.00
GRE141	Ogres (2)	\$7.00
GRE142	Clerics	\$7.00
GRE143	Undead Centaurs (2)	\$7.00
GRE144	Mounted Paladin	\$7.00
GRE145	Barbarian Tribesmen	\$7.00
GRE146	Assassins	\$7.00
GRE147	Dark Evils	\$7.00
GRE148	Kobolds (4)	\$7.00
GRE149	Ninja Giant (1)	\$7.00
GRE150	Death Giant (1)	\$7.00
GRE151	Hobgoblins	\$7.00
GRE152	Ninja Hit Squad	\$7.00
GRE153	Dragonmen Specialists	\$7.00
GRE154	Beauty & the Beast	\$7.00
GRE155	Orcish Giant (1)	\$7.00
GRE156	Mounted Orc Chieftan	\$7.00
GRE157	Undead Scouting Party	\$7.00
GRE158	Vikings	\$7.00
GRE159	Samurai Command	\$7.00
GRE160	Unicorn & Mounted Virgin	\$7.00
GRE161	Skeleton Ninja	\$7.00
GRE162	Skeleton Knights	\$7.00
GRE163	Black Drake	\$7.00
GRE164	Mounted Samurai & Standard	\$7.00
GRE165	Skeleton Lancers (2)	\$7.00
GRE166	War Trolls	\$7.00
GRE167	Skeleton Flyer with pilot	\$7.00
GRE168	Oriental Spearman	\$7.00
GRE169	Foot Knights	\$7.00
GRE170	Charon Boatman & victims	\$7.00
GRE171	Treeman	\$7.00
GRE172	Mounted Wraith	\$7.00
GRE173	Skeleton Samurai	\$7.00

#### SINGLE FIGURE BLISTER PACKS.

#### CHARACTERS

GRE801	Paladin	\$3.00
GRE802	Anti-Paladin	\$3.00
GRE803	Evil Mage	\$3.00
GRE804	Half-Elf Fighter Mage	\$3.00
GRE805	Ranger with Bow	\$3.00
GRE806	Female Fighter	\$3.00
GRE807	Armored Barbarian	\$3.00
GRE808	Dwarf Fighter	\$3.00
GRE809	Fighting Bard	\$3.00
GRE810	Thief with sword	\$3.00
GRE811	White Mage	\$3.00
GRE812	Female Cleric	\$3.00
GRE813	Female Assassin	\$3.00
GRE814	Chaotic Hero	\$3.00
GRE815	Nasty Reaver	\$3.00
GRE816	Elf Fighter	\$3.00
GRE817	Robed Cleric	\$3.00
GRE818	Buccaneer	\$3.00

#### DRAGONS

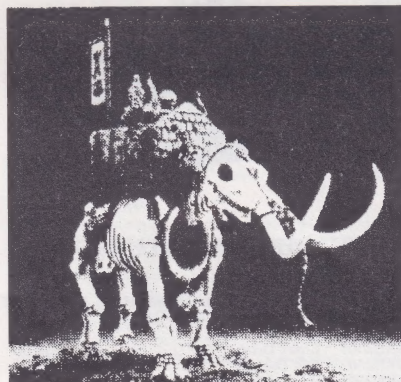
GRE501	Pond Dragon	\$7.00
GRE502	Marsh Dragon	\$7.00
GRE503	Cliff Dragon	\$7.00
GRE504	Pet Dragon	\$7.00
GRE505	Old World Dragon	\$7.00
GRE506	Forest Dragon	\$7.00

**FANTASY LORDS BOXED SETS:** With 10-16 25mm figures in each.

GRE6002	Skeleton Raiders	\$40.00
GRE6003	Silvan Brotherhood Elves	\$40.00
GRE6004	Knights and Fighters	\$25.00
GRE6006	Demons	\$25.00
GRE6007	Dungeon Raiders	\$25.00
GRE6008	Fantasy Knights	\$25.00

#### THE UNDEAD LEGION

GRE5501	Undead War Mammoth	\$30.00
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GRE5502	Death Dragon	\$40.00
GRE5503	Undead War Chariot	\$40.00
GRE5504	Undead Death Giant	\$40.00
GRE5505	Undead Imperial Mammoth	\$40.00
GRE5506	Undead War Rhino	\$40.00

#### TRAVELLER

GRE1001	Imperial Space Marines	\$40.00
GRE1002	Space Adventurers	\$40.00
GRE1003	Alien Animals	\$35.00
GRE1004	Alien Mercenaries	\$40.00

### CITADEL MINIATURES

**ADVANCED DUNGEONS & DRAGONS Blister Packs:** Each pack contains three 25mm figures unless stated otherwise.



CITADD01	Magic User	\$9.95
CITADD02	Fighter with Longsword	\$9.95
CITADD03	Cleric with Mace	\$5.50
CITADD04	Male Thief	\$5.50
CITADD05	Female Illusionist	\$5.50
CITADD06	Paladin	\$5.50
CITADD07	Ranger with Sword & Bow	\$5.50
CITADD08	Assassin	\$5.50
CITADD09	Druid	\$5.50
CITADD11	Female Magic User	\$5.50
CITADD12	Female Fighter with Sword	\$9.95
CITADD14	Female Thief	\$9.95
CITADD21	Barbarians	\$9.95
CITADD24	Lords of Battle	\$9.95
CITADD31	Dwarf with Axe	\$9.95
CITADD51	Four Kobolds	\$5.50
CITADD52	Goblins	\$5.50
CITADD54	Hobgoblins	\$9.95
CITADD55	Gnolls	\$9.95
CITADD56	Two Bugbears	\$9.95
CITADD57	One Very Ugly Ogre	\$9.95
CITADD59	Two Trolls	\$9.95
CITADD60	Norkers	\$9.95
CITADD62	Shrieker & Shambling Mound	\$5.50
CITADD64	Troglodytes	\$9.95
CITADD65	Duergar: Evil Dwarves	\$9.95
CITADD67	Sahuagin: Sea Devils	\$9.95
CITADD69	Gythyanki	\$9.95
CITADD71	Evil Fighter	\$9.95
CITADD72	Carriion Crawler	\$9.95
CITADD75	Gorgon	\$5.50
CITADD76	Five Stirges	\$5.50
CITADD77	Umberhulk	\$5.50
CITADD80	Four Blink Dogs	\$5.50
CITADD81	Owl Bear	\$5.50
CITADD83	Centaur & Satyr	\$9.95
CITADD84	Beholder	\$5.50
CITADD86	Minotaur	\$9.95
CITADD91	Two Rust Monsters	\$9.95
CITADD93	Zombie, Shadow, Ghoul	\$5.50
CITADD94	Ghast, Wight, Lich	\$5.50
CITADD96	Fightning Zombies	\$9.95

**LORD OF THE RINGS Blister Packs:** Three 25mm figures per pack unless stated otherwise.

CITME01	Gandalf, Strider, & Frodo	\$9.00
CITME02	Legolas, Gimli, & Boromir	\$9.00
CITME11	Gandalf, on foot & Mounted	\$5.00
CITME12	Aragorn: Strider the Ranger	\$5.00
CITME13	Frodo, on foot & with Pony	\$5.00
CITME14	Legolas, standing & Mounted	\$5.00
CITME15	Gimli, on foot & with Pony	\$5.00
CITME21	Boromir, standing & Mounted	\$5.00
CITME22	Elrond, on foot & Mounted	\$5.00
CITME23	Rohirrim: Noble Knights	\$5.00
CITME24	Gondor Citadel Guards	\$5.00
CITME25	Rangers of Ithilien	\$5.00
CITME31	Silvan Elves of Mirkwood	\$5.00
CITME32	Noldor: the Deep Elves	\$5.00
CITME33	Dwarven Fighters	\$9.00
CITME34	Shire Hobbits (4)	\$5.00
CITME35	Beorn: man & Werebear form	\$5.00
CITME41	Goblin Warg Rider	\$5.00
CITME42	Orcs of the White Hand	\$5.00
CITME43	Half Orcs of Saruman	\$5.00
CITME44	Uruk-Hai: Orc Warriors	\$5.00
CITME45	Dunlendings: the Hillmen	\$5.00
CITME51	Orcs of the Red Eye	\$5.00
CITME52	Olog-Hai: Savage Troll	\$9.00
CITME53	Southrons: Evil Haradrim	\$5.00
CITME54	Easterling Warriors	\$5.00
CITME55	Mouth of Sauron: Evil Mage	\$5.00
CITME61	Sauron on Writhing Throne	\$5.00
CITME62	Saruman the White Wizard	\$5.00
CITME63	Lord of the Nazgul	\$5.00
CITME64	Black Rider: Ringwraith	\$5.00
CITME71	Corsairs of Umbar	\$5.00
CITME72	Deadmen of Dunharrow	\$5.00
CITME73	Barrow Wights	\$5.00



CITME74	Snagga: Nasty Goblins	\$5.00
CITME75	Knights of Dol Amroth	\$5.00
CITME81	Aragorn King of Gondor	\$9.00
CITME83	Tom Bombadil & Fatty Lumpkin	\$5.00
CITME84	Giant War Eagle	\$9.00
CITME85	Treebeard the Ent	\$9.00

#### LORD OF THE RINGS SPECIALS

CITME Special #1:	Any 10 of the \$5 packs can be purchased for \$	45.00.
CITME Special #2:	Any 20 of the \$5 packs can be purchased for	\$80.00.

#### BOXED SETS

CITBME1	Fellowship of the Ring (Contains 10 25mm Metal Figures)	\$22.20
CITBME2	Nazgul on winged Beast (Nazgul on foot & seated on flyer)	\$22.50
CITBME3	Encounter at Khazad-Dum (Magnificent Balrog with Gandalf, Legolas & Boromir)	\$60.00

#### MACHINERIES OF DESTRUCTION Boxed Sets 25mm

CITMD1	Goblin War Chariot	\$18.00
CITMD2	Skull Crusher Catapult	\$30.00
CITMD3	Lead Belcher Organ Gun	\$30.00
CITMD4	Elvern Attack Chariot	\$50.00
CITMD5	Man-Mangler (Orc Mangonel)	\$30.00
CITMD6	Goblin Battle Chariots	\$50.00
CITMD7	Globber: Dwarf Onager	\$50.00
CITMD8	Skeleton War Machines	\$50.00

#### ARCANE MONSTROSITIES Boxed Sets 25mm

CITTA3	Orc War Wyvern & Rider	\$31.50
CITTA4	Orc War Machine with Crew	\$31.50
CITTA5	Giant War Eagle & Rider	\$34.00

#### DRAGONS Boxed Sets 25mm

CITDRAG1	Zombie Dragon	\$22.50
CITDRAG2	Blue Dragon & Sorceress	\$27.00
CITDRAG3	Green Dragon & Dwarf	\$27.00
CITDRAG4	Great Fire Dragon & Knight	\$27.00
CITDRAG5	Great Imperial Dragon	\$65.00
CITDRAG6	Orc War Wyvern	\$50.00
CITDRAG7	The Dragon Masters	\$50.00
CITDS1	Lava Dragon (15cm)	\$50.00
CITDS2	Dragon Ogre (9.5cm)	\$25.00
CITDS3	Horned Dragon (17cm)	\$27.00
CITDS4	Rock Dragon (16cm)	\$30.00
CITDS5	Forest Dragon (6.5cm)	\$4.50
CITDS6	Serpentine Dragon (11cm)	\$16.00
CITDS7	Fire Dragon (5.5cm High)	\$12.00
CITDS8	Nightmare Dragon (20cm)	\$30.00

#### REGIMENTS OF RENOWN Boxed 25mm Sets

CITRRD1	Bugman's Dwarf Rangers (17 Figs.)	\$50.00
CITRRD2	Skeleton Nightmare Legion (24)	\$50.00
CITRRD3	Harborth's Orc Archers (17 Figs.)	\$50.00
CITRRD4	Skarloc's Wood Elf Archers (17)	\$50.00
CITRRD5	Ruglud's Armored Orcs (17 Figs.)	\$50.00
CITRRD6	Ulthar's Dwarf Dragon Company (19 Figs.)	\$50.00
CITBP3	Fantasy Regiments (60 plastic Fig.)* \$50.00	
	(*10 each of Elf, Dwarf, Orc, Goblin, Dark Elf & Skaven)	

#### BOXED SETS Each with 9-12 25mm Metal Figures

CITBC1	Adventurers Starter Pack	\$22.50
CITBC2	Monster Starter Set	\$22.50
CITBC3	Dwarf Lords of Legend	\$22.50
CITBC4	Mighty Uzzod's Commandos	\$22.50
CITBC5	Eternal Champions	\$22.50
CITBC6	Chaos Dwarves	\$22.50
CITBC7	Heroic Fighters	\$22.50

#### CITADEL BLISTER PACKS

##### FIGHTERS

CITF1	Fighters (2)	\$5.00
CITF2	Fighters (5)	\$10.95



CITF3	Barbarians (6)	\$11.00
CITF4	Men at Arms (5)	\$11.00
CITF5	Marauders (5)	\$11.00
CITF6	Warriors (6)	\$11.00
CITF7	Medieval Cavalry	\$11.00

##### DWARVES

CITD1	Dwarves (2)	\$5.00
CITD2	Northern Dwarves (5)	\$11.00
CITD3	Chaos Dwarves (5)	\$11.00
CITD4	Dwarf Adventurers (5)	\$11.00
CITD5	Dwarf Villagers (5)	\$11.00

#### CHAOS NASTIES!

CITCH1	Single Chaos Warrior	\$2.50
CITCH2	Chaos Warriors (3)	\$9.00
CITCH3	Chaos Champions (3)	\$9.00
CITCH4	Chaos Beastmen (5)	\$11.00
CITCH5	Sorcerers & Familiars (2/2)	\$9.00
CITCH6	Chaos Thugs (5)	\$11.00

#### ELVES

CITELF1	Elven Warriors	\$10.95
CITELF5	Assorted Elven Personalities	\$10.95
CITELF6	Various Mounted Elves	\$10.95
ORCS		
CITORC1	Warrior Orcs (5)	\$11.00
CITORC2	Savage Orcs (5)	\$11.00
CITORC4	Orc Champions (4)	\$11.00
CITORC5	Orc Villagers (5)	\$11.00
CITORC6	Orc Boar Rider	\$11.00

#### THE UNDEAD

CITUND1	Undead Warriors	\$11.00
CITUND2	Skeletons	\$11.00
CITUND3	Zombies	\$11.00
CITUND4	Night Horrors	\$11.00
CITUND5	Undead Champions	\$11.00
CITUND6	Undead Cavalry	\$11.00

#### ORIENTALS

CITOH1	Ninja Assassins (5)	\$11.00
CITOH2	Single Ninja	\$2.50
CITOH6	Oriental Hero	\$2.50

#### ETERNAL CHAMPIONS

CITEC1	Melnibonoean Infantry (5)	\$11.00
CITEC2	Pan Tangian Infantry (5)	\$11.00
CITEC3	Pan Tangian Tiger Handler	\$11.00
CITEC4	Melnibonoean Personalities	\$11.00
CITEC5	Melnibonoean Cavalry	\$11.00



#### BLOOD BOWL

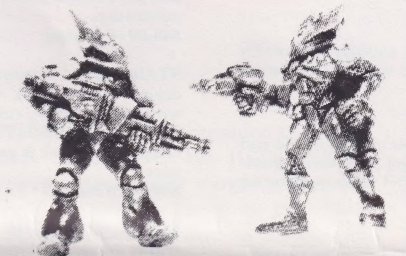
CITBB1	Ogre Player	\$9.00
CITBB2	Undead/Goblin/Skaven Players	\$9.00
CITBB3	Defenders (Various)	\$9.00
CITBB4	Human/Orc/Elf/Dwarf Players	\$9.00

#### IRON CLAW

CITIC101	Dwarves	\$11.00
CITIC201	Skeleton Guard	\$11.00
CITIC301	Space Pirates	\$11.00

#### WARHAMMER 40,000

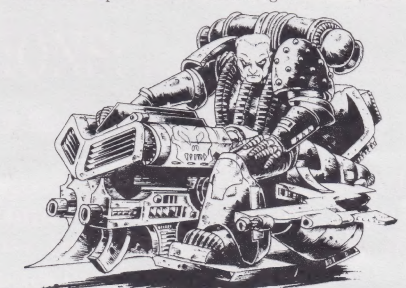
CITRT101	Space Marines (3)	\$11.00
CITRT104	Dreadnought Armor (1)	\$16.00
CITRT201	Space Orks (4)	\$11.00
CITRT202	Space Ork Command	\$11.00
CITRT205	Ork Assault Vehicle	\$16.00
CITRT301	Squats (5 Dwarves)	\$11.00
CITRT302	Squat Command Group	\$11.00
CITRT303	Squat Heavy Weapons	\$11.00
CITRT401	Eldar (5 Space Elves)	\$11.00
CITRT402	Eldar Command Group	\$11.00



CITRT501	Imperial Army Troopers	\$11.00
CITRT502	Space Mercenaries	\$11.00
CITC100S	Single Space Marine	\$3.50

#### WARHAMMER 40,000 BOXED SETS

CITRTB1	Space Marines (30 Plastic Figs.)	\$50.00
CITRTB2	Space Orks (17 Metal Figs.)	\$50.00



#### JUDGE DREDD

CITJD1	Judge Dredd with Lawmaster	\$9.00
CITJD2	Judges on Lawmasters	\$9.00
CITJD3	Perps or Patties	\$9.00

CITJD4	Judges	\$9.00
CITJD5	Rogue Trooper	\$9.00
CITJD6	Dark Judges (Fear/Fire/Mortis)	\$9.00
CITJD11	Rogue Trooper II	\$9.00
CITJD17	Brit-Cit Judge on Lawmaster	\$9.00

#### TALISMAN

CITTL1-12	Various TALISMAN characters	\$11.00
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#### DOCTOR WHO

CITDW1	The Three Doctors	\$9.00
CITDW3	Daleks (3)	\$9.00
CITDW5	Ice Warriors (3)	\$9.00
CITDW6	Cybermen (3)	\$9.00
CITDW8	Davros, K-9 & Dalek	\$9.00
CITDW9	Time Lord Characters	\$9.00

#### CITADEL GENERAL RANGE

CITC02	Wizards (5)	\$11.00
CITC03	Clerics (5)	\$11.00
CITC04	Thieves (5)	\$11.00
CITC07	Rangers (4)	\$11.00
CITC08	High Elves (5)	\$11.00
CITC09	Dark Elves (5)	\$11.00
CITC10	Half Orcs (4)	\$9.00
CITC11	Halfings (7)	\$11.00
CITC12	Goblins (5)	\$11.00
CITC13	KALEB DAARK Personalities	\$11.00
CITC14	A flock of Snotlings (11)	\$11.00
CITC17	Skeletons	\$9.00
CITC18N	Night Horrors	\$9.00
CITC18Z	Zombies	\$9.00
CITC20	Troll	\$9.00
CITC21	Fantasy Cavalry	\$7.50
CITC22C	Various Creatures	\$7.00
CITC22M	Various War Machines	\$11.00
CITC23	Hideous Giant Ogre	\$9.00
CITC25	Minotaur	\$9.00
CITC27	Ratman Fire-Thrower	\$9.00
CITC28	Giants	\$15.00
CITC29	Large Monster(s)	\$9.00
CITC31	Balgorg or Giant Monsters	\$15.00
CITC32	Slann (3)	\$9.00
CITC34	Zoat or Minotaur Lord	\$11.00
CITC36	Hobgoblin	\$2.50
CITC46	Militia & Villagers	\$11.00
CITC47	Skaven (Ratmen)	\$11.00
CITC100C	Chainsaw Warriors (3)	\$9.00
CITC100S	Imperial Space Marine	\$3.50

#### SHIELD TRANSFER SHEETS

Arcane Amorphals	\$25.00
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#### PAINT SETS Boxed Acrylic Colours

Color Paint Set #1	\$30.00
Color Paint Set #2	\$30.00
Monster Paint Set	\$30.00

#### MAGAZINES

Citadel Journal Spring '87	\$7.95
Citadel Compendium 3rd Ed	\$7.95
Subscription to White Dwarf (6 Mags.)	\$45.00

These all contain extensive coverage on miniatures, the Journal and Compendium being devoted entirely to Citadel Miniatures.

#### PLASTIC FIGURES 25mm Miniatures

CITBP1	Skeleton Horde	\$18.00
CITBP2	Daleks & Cybermen	\$22.50
CITPS1	Psycho-Styrene Dwarves (3)	\$3.50
CITPS2	Drastik Plastic Orcs (3)	\$3.50
CITPS3	WARLOCK OF FIRETOP MT. Figs	\$4.50

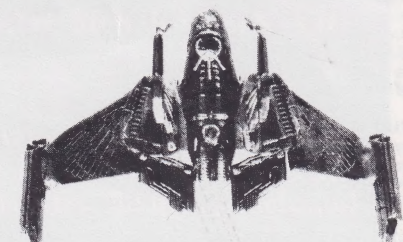
#### TRAVELLER Boxed Sets 20 15mm Figures per box.

GAM2001	Set 1: Adventurers	\$12.00
GAM2002	Set 2: The Military	\$12.00
GAM2003	Set 3: Ship's Crew	\$12.00
GAM2004	Set 4: Citizens	\$12.00
GAM2005	Set 5: Aliens	\$12.00
SPECIAL	Sets #1-5 as package	\$50.00

#### FASA STAR TREK

Blister Packs with one 1/3900th scale metal ship.

FAS2501	USS Enterprise (New)	\$10.00
FAS2502	USS Reliant Cruiser	\$9.00
FAS2503	Klingon D-7 Battlecruiser	\$10.00
FAS2504	Romulan Bird of Prey	\$10.00
FAS2505	USS Enterprise (Old)	\$9.00
FAS2507	USS Larson Destroyer	\$10.00
FAS2508	Klingon D-10 Cruiser	\$10.00
FAS2509	Klingon D-18 Destroyer	\$10.00
FAS2510	Klingon K-23 Escort	\$10.00
FAS2511	Gorn MA-12 Cruiser	\$10.00
FAS2512	Orion Blockade Runner	\$10.00
FAS2513	Klingon L-9 Frigate	\$10.00
FAS2514	USS Loknar Frigate	\$10.00
FAS2515	Romulan Winged Defender	\$10.00



FAS2516	USS Chandley Frigate	\$10.00
FAS2517	USS Excelsior Battleship	\$25.00
FAS2518	Klingon L-42 Bird of Prey	\$10.00
FAS2524	Romulan Gallant Wing	\$10.00
FAS2525	Gorn BH-2 Battleship	\$25.00



FAS2526	USS Baker Destroyer	\$10.00
FAS2527	Rom. Nova Battleship	\$30.00
FAS2528	Romulan Bright One (2)	\$10.00
FAS2529	Klingon L-24 Battleship	\$25.00
FAS2530	Klingon D-2 Missile Ship	\$10.00
FAS2531	Romulan Whitewind	\$10.00
FAS2532	USS Northampton Cruiser	TBA
FAS2533	USS Remora Escort	TBA
FAS2534	USS Andor Missile Cruiser	TBA

#### FASA DOCTOR WHO TARDIS box with 3 25mm figures.

FAS9501	The Five Doctors	\$16.00
FAS9502	Sarah, Leela & Adric	\$10.00
FAS9503	Daleks	\$12.00
FAS9504	Cybermen	\$10.00
FAS9505	Brigadier & U.N.I.T. Troops	\$10.00
FAS9506	Sgt. Benton & U.N.I.T. Troops	\$10.00
FAS9507	Time Lords	\$10.00
FAS9508	Temporal Marauders	\$10.00
FAS9509	Ice Warriors	\$10.00
FAS9510	More Time Lords	\$10.00
FAS9511	Master, Davros & Dalek	\$10.00
FAS9512	Jo Grant, Romana & K-9	\$10.00
FAS9513	Even more Time Lords	\$10.00
FAS9514	Sea Devils	\$10.00

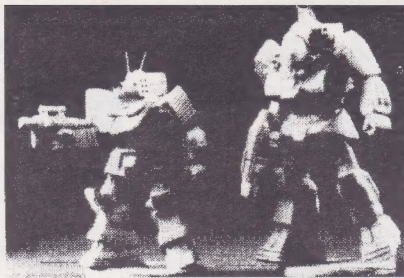
#### FASA RENEGADE LEGION Boxed Sets of 2 Superb Metal Miniatures.

FAS5901	Spiculum Mdm Fighter	\$9.00
FAS5902	Verutum Light Fighter	\$10.00
FAS5903	Cheetah Light Fighter	\$10.00
FAS5904	Guardian Mdm Fighter	\$10.00
FAS905	Fluttering Petal	\$10.00
FAS906	Gladius	\$10.00
FAS910	Martioharulus	\$10.00

**STARLINE 2200**  
Blister Packs: Metal STAR FLEET BATTLES miniatures. Please write for a complete list. There are over 50 ship types.

#### ROBOTECH PLASTIC KITS Boxed Sets containing one plastic model kit.

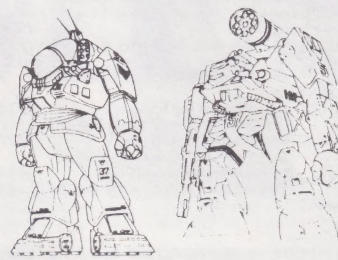
Destroid Defender: 1/100th scale	\$13.00
SDF-1 Super Fortress: 1/8000th scale	\$13.00
VF-1S Roy Focker Special: 1/100th	\$13.00
Breetai's Flagship: 1/20000th scale	\$13.00



#### RAL PARTHA BATTLETECH Blister Packs: Each contains 1 metal miniature unless stated otherwise. U.S. Manufactured.

RAL800	Hex Bases (4)	\$8.25
RAL806	Hunter: 2 Missile Tanks	\$9.00
RAL807	Striker: 2 Armoured Cars	\$9.00
RAL808	Pegasus: 2 Light Hover	\$9.00
RAL816	Velette: 2 50 ton Tanks	\$12.00
RAL822	Demolisher Super Heavy Tank	\$10.50
RAL823	Kurita Infantry: 54 men	\$15.50
RAL824	Davion Infantry: 54 men	\$15.50
RAL831	STG-3R Stinger/VF-1A	\$6.50
RAL832	WSP-1A Wasp/VF-1S	\$6.50
RAL833	PXH-1 Phoenix Hawk	\$8.00
RAL834	CRD-3R Crusader	\$8.00
RAL835	GRF-1N Griffin	\$8.00
RAL836	SHD-2H Shadow Hawk	\$8.00
RAL837	WVR-6R Wolverine	\$8.00
RAL838	BLR-1G Battlemaster	\$8.00
RAL839	TDR-5S Thunderbolt	\$8.00
RAL840	WHM-6R Warhammer	\$10.50
RAL841	RFL-3N Rifleman	\$8.00
RAL842	ARC-3R Archer	\$8.00
RAL843	MAD-3R Marauder	\$13.00
RAL844	LCT-IV Locust	\$8.00
RAL845	AS-7D Atlas	\$13.00
RAL846	GOL-1H Goliath	\$10.50
RAL847	AWS-8Q Awesome	\$10.50
RAL848	ON-1-K Orion	\$10.50
RAL849	CN9-A Centurion	\$8.00
RAL850	FS9-H Firestarter	\$8.00
RAL851	VLK-QA Valkyrie	\$8.00
RAL852	CPLT-C1 Catapult	\$10.50
RAL853	PNT-9R Panther	\$8.00
RAL854	HBK-4G Hunchback	\$7.50

RAL855	OLT-4D Ostscout	\$10.50
RAL856	ZEU-6S Zeus	\$12.00
RAL857	UM-R60 Urbanmech	\$6.50
RAL858	CDA-2A Cicada	\$8.00
RAL859	SCP-1N Scorpion	\$10.50
RAL860	VTR-9B Victor	\$12.00
RAL861	JM6-S JagerMech	\$10.50



RAL862	STK-3F Stalker	\$12.00
RAL863	CP10-Z Cyclops	\$13.00
RAL864	HCT-3F Hatchetman	\$9.00

#### BATTLETECH BOXED SETS

There is a complete Lance with metal bases per box.  
BX801 Recon Lance \$30.00  
BX802 Light Lance \$30.00  
BX803 Medium Lance \$30.00  
BX804 Fire Lance \$35.00  
BX805 Heavy Lance \$35.00  
BX806 Assault Lance \$40.00  
TCI BATTLETECH Plastic Kits  
Boxed Sets containing two plastic Mech kits, transfers & scenario.

TCI081	Shadow Hawk & Scorpion	\$18.00
TCI082	Griffin & Locust	\$18.00
TCI083	Thunderbolt & Battlemaster	\$18.00
TCI084	Wolverine & Goliath	\$18.00
TCI085	Crusader & Archer	\$18.00
TCI086	Rifleman & Warhammer	\$18.00
TCI087	Marauder & Ostroc II	\$18.00
TCI088	Wasp & Wasp LAM	\$18.00
TCI089	Stinger & Stinger LAM	\$18.00
TCI090	Phoenix Hawk & LAM	TBA
NIP23048	Shadowhawk SHD-2D	\$4.00
NIP23047	Shadowhawk SHD-2H	\$4.00
NIP23049	Griffin GRF-1N	\$4.00
NIP23050	Griffin GRF-1S	\$4.00

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**AMAZING.** An American soft-cover book that contains 162 pages of Science Fiction and Fantasy short stories and poetry. This publication has been produced for over thirty years and contains submissions by professional authors and artists. Bimonthly.

\$24.00 (6 Issues) \$46.00 (12 Issues)

**AUTODUEL QUARTERLY.** A Steve Jackson publication catering exclusively for CAR WARS gamers. This B4 sized magazine contains a wealth of scenarios, supplements, errata and short stories.

\$18.00 (4 Issues) \$35.00 (8 Issues)

**BATTLEPLAN.** A recent bimonthly magazine that features articles on old and new board wargames or computer simulations. Readers and professional game designers submit scenarios, good variant rules, new units and strategy plans for both popular and semi-popular games.

\$36.00 (6 Issues) \$69.00 (12 Issues)

**CHALLENGE.** A GDW publication...thus it comes as no great surprise that this 68 page quarterly presents multiple articles, scenarios, supplements and errata for TRAVELLER, TWILIGHT 2000 and TRAVELLER 2300! With an occasional foray in another game, like BATTLETECH. Certainly a must for players of those RPG's.

\$23.00 (4 Issues) \$44.00 (8 Issues)

**DRAGON.** A monstrous monthly 'mag, 100 pages (with lots & lots of ads) that deal with products made by TSR. The emphasis is on ADVANCED DUNGEONS & DRAGONS, with mini-modules, new rules supplements and campaign notes for both players and DM's. This publication also ventures into the realms of TOP SECRET, GAMMA WORLD, STAR FRONTIERS and MARVEL SUPER HEROES. It also has the dubious distinction of containing the best comic-strips!

\$49.00 (6 Issues) \$93.00 (12 Issues)

**FIRE & MOVEMENT.** The main function of FIRE & MOVEMENT is to be an excellent source of detailed game profiles (extensive reviews) written by prominent designers. Regular departments show interviews, gaming news, military news and essays on the hobby.

\$43.00 (6 Issues) \$82.00 (12 Issues)

**GENERAL.** This beautiful colour bimonthly magazine exclusively covers AVALON HILL's wargames. It features extensive articles on their new releases as well as scenarios, designer's notes, game strategies, new rules, variant counters and game-mechanic essays on products (both old and new) made by AVALON HILL.

\$33.00 (6 Issues) \$61.00 (12 Issues)

**SPACE GAMER & FANTASY GAMER.** A bimonthly Role Players' magazine that covers everything! Articles range from a solo module for PARANOIA to rules errata for AD&D. There is also a Computer section and the amusing Murphy's Rules. Both popular game and minority systems are catered for in this publication.

\$45.00 (6 Issues) \$80.00 (12 Issues)

**STARDATE** a bimonthly magazine. 84 pages of articles and scenarios for Science Fiction RPGs. Every issue will cover the BATTLETECH series of games, with new vehicles, rules and mini-adventures. Other topics covered include TRAVELLER, STAR TREK, DOCTOR WHO, TRAVELLER 2300, et al. Regular articles have book & game reviews, computer games information and a Question page.

\$43.00 (6 Issues) \$80.00 (12 Issues)

**RUN 5. STRATEGIC STUDIES GROUP's** quarterly journal that offers the reader articles and scenarios for SSG's excellent computer games. Most issues designer's notes, US game reviews and computer game design notes. This is an Australian publication.

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